

## **Staniland Academy Computing Overview E-Safety**



	Autumn	Spring	Summer
EYFS	Self-Image and Identity Online Relationships Online reputation	Online Bullying Managing online information Health, wellbeing and lifestyle	Privacy and security  Copyright and ownership
Year 1	Self-Image and Identity Managing Online Information Copyright and Ownership	Health, wellbeing and lifestyle (January) Privacy and Security (February) Online Bullying (March)	Online Relationships Online Reputation
Year 2	Self-Image and Identity Managing Online Information Copyright and Ownership	Health, wellbeing and lifestyle (January) Privacy and Security (February) Online Bullying (March)	Online Relationships Online Reputation
Year 3	Self-Image and Identity Managing Online Information Copyright and Ownership	Health, wellbeing and lifestyle (January) Privacy and Security (February) Online Bullying (March)	Online Relationships Online Reputation
Year 4	Self-Image and Identity Managing Online Information Copyright and Ownership	Health, wellbeing and lifestyle (January) Privacy and Security (February) Online Bullying (March)	Online Relationships Online Reputation
Year 5	Self-Image and Identity Managing Online Information Copyright and Ownership	Health, wellbeing and lifestyle (January) Privacy and Security (February) Online Bullying (March)	Online Relationships Online Reputation
Year 6	Self-Image and Identity Managing Online Information Copyright and Ownership	Health, wellbeing and lifestyle (January) Privacy and Security (February) Online Bullying (March)	Online Relationships Online Reputation



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EYFS	Exploring Technology  Experience using a range of technologies such as cameras, photocopiers, CD players, programmable toys etc. throughout the curriculum.			
Year 1	Technology Around Us Moving a Robot	Digital Painting Grouping Data	Digital Writing Programming Animations	
Year 2	Information Technology Around Us Robot Algorithms	Digital Photography Programming Quizzes	Making Music Pictograms	
Year 3	Connecting Computers Stop-frame Animation	Sequencing Sounds Desktop Publishing	Events and Actions in Programs Branching Databases	
Year 4	The Internet Repetition in Shapes	Audio Production Repetition in Games	Photo Editing Data Logging	
Year 5	Systems and Searching Selection in Quizzes	3D Modelling Video Production	Variables in Games Flat-file Databases	
Year 6	Communication and Collabora- tion Introduction to Spreadsheets	Vector Drawing Webpage Creation	Selection in Physical Computing Sensing	