



Staniland Academy Computing Overview E-Safety



	Autumn	Spring	Summer
EYFS	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 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



Staniland Academy Computing Overview



	Autumn	Spring	Summer
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 Variables in Games	Video Production Flat-file Databases
Year 6	Communication and Collaboration Introduction to Spreadsheets	Selection in Physical Computing Sensing	Vector Drawing Webpage Creation