



Greenmount Primary Computing Overview

Computer Science

Information technology

Digital Literacy



The Computing curriculum is taught using Purple Mash by teachers and HLTAs. The computing curriculum mainly focuses on the strands of Computer Science and Information Technology as Online Safety and Digital Literacy are taught through specific focused lessons every half term.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Simple City Programme: Make your own Beeston	2 paint a picture programme: Rangoli patterns	Maths City: Counting	Maths City: Counting	2GO: Coding	2Explore
EYFS	Computing skills in EYFS are taught through a range of activities and topics. The three strands of computing are taught through activities such as the examples below:					
	Computer science Drawing maps Beebots (directions/problem solving) Instructional language Obstacle courses (positional/instructional language)		Information Technology Using technology to draw, make marks and colour Recording and playing back video and voice recordings Using and enjoying computer games/activities		Digital literacy Talking about appropriate use of technology in school and at home Permission How to navigate a simple computer program/device	
1	Unit 1.4 Lego Builders Unit 1.5 Maze Explorers	Unit 1.2 Grouping and Sorting Unit 1.3 Pictograms	Unit 1.6 Animated Story Books	Unit 1.8 Spreadsheets 2 Type Typing skills	Unit 1.7 Coding	Unit 1.9 Tech Outside School
2	Unit 2.5 Effective Searching Unit 2.7 Creating Pictures	Unplugged Computing	Unit 2.1 Coding	Unit 2.3 Spreadsheets 2 Type Typing skills	Unit 2.7 Making Music Unit 2.8 Presenting Ideas	Unit 2.4 Questioning
3	Unit 3.1 Coding Unit 3.8 Graphing	Unit 3.3 Spreadsheets Unit 3.4 Touch typing	Unit 3.5 Email	Unit 3.9 Presenting	Unit 3.7 Simulations Unit 3.6 Branching databases	Beebot simulator (iPads)
4	Unit 4.1 Coding 2 Type Typing skills	Unit 4.2 Spreadsheets	Unit 4.7 Effective Searching Unit 4.6 Animation	Unit 4.9 Making Music 2 Type Typing skills	Unit 4.5 Logo Unit 4.8 Hardware Investigators	Unit 4.10 Introducing AI Introducing Microbits (Tinkering)
5	Unit 5.1 Coding	Unit 5.6 3D Modelling Unit 5.7 Concept maps	Unit 5.8 Word processing	Unit 5.3 Spreadsheets	Unit 5.5 Game Creator Unit 5.2 Online Safety	Microbit Project
6	Unit 6.1 Coding		Unit 6.7 Quizzing		Unit 6.6 Networks Unit 6.4 Blogging	