

## Computing and Online Safety Overview Cycle A

Class:	Autumn		Spring		Summer	
<u>Ash Class</u> EYFS						
Computing	Awesome Autumn <small>(Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.)</small>		Springtime <small>(Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.)</small>		Summer Fun <small>(Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.)</small>	
Online safety	E - Self-image and identity E - Copyright and ownership	E - Online relationships	E - Online reputation E - Online bullying	E - Managing online information	E - Health, well-being and lifestyle	E - Privacy and security
<u>Elm Class</u> EYFS						
Computing	Awesome Autumn <small>(Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.)</small>		Springtime <small>(Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.)</small>		Summer Fun <small>(Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.)</small>	
Online safety	E - Self-image and identity E - Copyright and ownership	E - Online relationships	E - Online reputation E - Online bullying	E - Managing online information	E - Health, well-being and lifestyle	E - Privacy and security
<u>Hazel Class</u> Year 1-2						
Computing	1.6 Programming animations		2.3 Robot algorithms		2.6 Programming quizzes	
Online safety	1 - Self-image and identity 1 - Health, well-being and lifestyle	1 - Online relationships	1 - Online reputation 1 - Online bullying	1 - Managing online information	1 - Privacy and security	1 - Copyright and ownership
<u>Juniper Class</u> Year 1-2						
Computing	1.6 Programming animations		2.3 Robot algorithms		2.6 Programming quizzes	
Online safety	1 - Self-image and identity 1 - Health, well-being and lifestyle	1 - Online relationships	1 - Online reputation 1 - Online bullying	1 - Managing online information	1 - Privacy and security	1 - Copyright and ownership
<u>Linden Class</u> Year 1-2						
Computing	1.6 Programming animations		2.3 Robot algorithms		2.6 Programming quizzes	
Online safety	1 - Self-image and identity 1 - Health, well-being and lifestyle	1 - Online relationships	1 - Online reputation 1 - Online bullying	1 - Managing online information	1 - Privacy and security	1 - Copyright and ownership
<u>Maple Class</u> Year 3-4						
Computing	3.6 Events and actions in programs		4.3 Repetition in shapes		4.6 Repetition in games	
Online safety	3 - Self-image and identity	3 - Online relationships	3 - Online reputation	3 - Online bullying 3 - Health, well-being and lifestyle	3 - Managing online reputation	3 - Privacy and security 3 - Copyright and ownership
<u>Oak Class</u> Year 3-4						
Computing	3.6 Events and actions in programs		4.3 Repetition in shapes		4.6 Repetition in games	

Online safety	3 - Self-image and identity	3 - Online relationships	3 - Online reputation	3 - Online bullying 3 - Health, well-being and lifestyle	3 - Managing online reputation	3 - Privacy and security 3 - Copyright and ownership
<u>Poplar Class</u> Year 3-4						
Computing	3.6 Events and actions in programs		4.3 Repetition in shapes		4.6 Repetition in games	
Online safety	3 - Self-image and identity	3 - Online relationships	3 - Online reputation	3 - Online bullying 3 - Health, well-being and lifestyle	3 - Managing online reputation	3 - Privacy and security 3 - Copyright and ownership
<u>Rowan Class</u> Year 5-6						
Computing	5.6 Selection in quizzes		6.3 Variables in games		6.6 sensing movements	
Online safety	5 - Self-image and identity 5 - Online reputation	5 - Online relationships	5 - Online bullying	5 - Managing online information	5 - Health, well-being and lifestyle	5 - Privacy and security 5 - Copyright and ownership
<u>Sycamore Class</u> Year 5-6						
Computing	5.6 Selection in quizzes		6.3 Variables in games		6.6 sensing movements	
Online safety	5 - Self-image and identity 5 - Online reputation	5 - Online relationships	5 - Online bullying	5 - Managing online information	5 - Health, well-being and lifestyle	5 - Privacy and security 5 - Copyright and ownership
<u>Willow Class</u> Year 5-6						
Computing	5.6 Selection in quizzes		6.3 Variables in games		6.6 sensing movements	
Online safety	5 - Self-image and identity 5 - Online reputation	5 - Online relationships	5 - Online bullying	5 - Managing online information	5 - Health, well-being and lifestyle	5 - Privacy and security 5 - Copyright and ownership

## Computing and Online Safety Overview Cycle B

Class:	Autumn		Spring		Summer	
<u>Ash Class</u> EYFS						
Computing	Awesome Autumn <small>(Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.)</small>		Springtime <small>(Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.)</small>		Summer Fun <small>(Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.)</small>	
Online safety	E - Self-image and identity E - Copyright and ownership	E - Online relationships	E - Online reputation E - Online bullying	E - Managing online information	E - Health, well-being and lifestyle	E - Privacy and security
<u>Elm Class</u> EYFS						
Computing	Awesome Autumn <small>(Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.)</small>		Springtime <small>(Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.)</small>		Summer Fun <small>(Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.)</small>	
Online safety	E - Self-image and identity E - Copyright and ownership	E - Online relationships	E - Online reputation E - Online bullying	E - Managing online information	E - Health, well-being and lifestyle	E - Privacy and security
<u>Hazel Class</u> Year 1-2						
Computing	1.1 Technology around us		1.3 Moving a robot		2.2 Digital photography	
Online safety	2 - Self-image and identity 2 - Copyright and ownership	2 - Online relationships	2 - Online reputation	2 - Online bullying 2 - Health, well-being and lifestyle	2 - Managing online information	2 - Privacy and security
<u>Juniper Class</u> Year 1-2						
Computing	1.1 Technology around us		1.3 Moving a robot		2.2 Digital photography	
Online safety	2 - Self-image and identity 2 - Copyright and ownership	2 - Online relationships	2 - Online reputation	2 - Online bullying 2 - Health, well-being and lifestyle	2 - Managing online information	2 - Privacy and security
<u>Linden Class</u> Year 1-2						
Computing	1.1 Technology around us		1.3 Moving a robot		2.2 Digital photography	
Online safety	2 - Self-image and identity 2 - Copyright and ownership	2 - Online relationships	2 - Online reputation	2 - Online bullying 2 - Health, well-being and lifestyle	2 - Managing online information	2 - Privacy and security
<u>Maple Class</u> Year 3-4						
Computing	3.2 Stop-frame animation		3.3 Sequencing sounds		4.1 The internet	
Online safety	4 - Self-image and identity	4 - Online relationships 4 - Online reputation	4 - Online bullying	Year 4 - Managing online information	4 - Health, well-being and lifestyle 4 - Copyright and ownership	4 - Privacy and security
<u>Oak Class</u> Year 3-4						
Computing	3.2 Stop-frame animation		3.3 Sequencing sounds		4.1 The internet	
Online safety	4 - Self-image and identity	4 - Online relationships 4 - Online reputation	4 - Online bullying	Year 4 - Managing online information	4 - Health, well-being and lifestyle 4 - Copyright and ownership	4 - Privacy and security

<u>Poplar Class</u> Year 3-4						
Computing	3.2 Stop-frame animation		3.3 Sequencing sounds		4.1 The internet	
Online safety	4 - Self-image and identity	4 - Online relationships 4 - Online reputation	4 - Online bullying	Year 4 - Managing online information	4 - Health, well-being and lifestyle 4 - Copyright and ownership	4 - Privacy and security
<u>Rowan Class</u> Year 5-6						
Computing	5.2 Video production		5.3 Selection in physical computing		6.1 Communication and collaboration	
Online safety	6 - Self-image and identity 6 - Copyright and ownership	6 - Online relationships	6 - Online reputation 6 - Online bullying	6 - Managing online information	6 - Health, well-being and lifestyle	6 - Privacy and security
<u>Sycamore Class</u> Year 5-6						
Computing	5.2 Video production		5.3 Selection in physical computing		6.1 Communication and collaboration	
Online safety	6 - Self-image and identity 6 - Copyright and ownership	6 - Online relationships	6 - Online reputation 6 - Online bullying	6 - Managing online information	6 - Health, well-being and lifestyle	6 - Privacy and security
<u>Willow Class</u> Year 5-6						
Computing	5.2 Video production		5.3 Selection in physical computing		6.1 Communication and collaboration	
Online safety	6 - Self-image and identity 6 - Copyright and ownership	6 - Online relationships	6 - Online reputation 6 - Online bullying	6 - Managing online information	6 - Health, well-being and lifestyle	6 - Privacy and security