

**Parsonage Farm Primary School
Subject Overview - Computing**

	Autumn Term 1 st Half	Autumn Term 2 nd Half	Spring Term 1 st Half	Spring Term 2 nd Half	Summer Term 1 st Half	Summer Term 2 nd Half
Year 6	We are computational thinkers	We are toy makers	We are advertisers	We are publishers	We are connected	We are AI developers
Year 5	We are Game Developers	We are Cryptographers	We are Architects	We are Web Developers	We are Adventure Gamers	We are VR designers
Year 4	We are Software Developers	We are Makers	We are Musicians	We are Bloggers	We are Artists	We are Meteorologists
Year 3	We are Programmers	We are Bug Fixers	We are Presenters	We are Who we Are	We are Co-authors	We are Opinion Pollsters
Year 2	We are Photographers	We are Safe Researchers	We are Astronauts	We are Game Testers	We are Zoologists	We are animators
Year 1	We are Treasure Hunters	We are TV Chefs	We are Digital Artists	We are Publishers	We are Rhythmic	We are Detectives
Reception	Exploring hardware – Autumn Walk taking photos	Using a computer – Logging in and out	Programming – Following and giving instructions, fixing a problem	Programming – Experiment with Bee-Bot/Blue-Bot and give it simple commands	Exploring hardware – Taking a ‘selfie’ for class display	Data handling – sort and categorise objects