



Burlington Junior School



Computing Overview 2020 - 2021

	Autumn Term		Spring Term		Summer Term	
	1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half
Year 3	Online safety and search - e-mail	Blogging	Introduction to block coding – Blockly and J2E	Scratch - Programming a game	Touch typing	Kodu – Programming a game
Year 4	Online safety and search	Blogging and touch typing	Microbit coding – physical outputs	Networks and the internet	Scratch and computational thinking	Video editing/ Green Screen
Year 5	Scratch (Space adventures – Programming)	Online-safety (Cyberpass)	Flowl and databases	Minecraft (Programming)	Publishing- Google Slides and sites -microsociety website	1 lesson email Networks and the internet
Year 6	Online safety Cyber pass and filling gaps from Cyberpass assessment.	Python – text based coding	Minecraft (Programming)	Webpage design – Google sites	Digital literacy Email /social media	Scratch – programming a times table quiz or Scratch – Making a computer game