# Staniland Academy Computing Overview E-Safety

| | Autumn | Spring | Summer |
|---|---|---|---|
| EYFS | Self-Image and Identity<br>Online Relationships<br>Online reputation | Online Bullying<br>Managing online information<br>Health, wellbeing and lifestyle | Privacy and security<br>Copyright and ownership |
| Year 1 | Self-Image and Identity<br>Managing Online Information<br>Copyright and Ownership | Health, wellbeing and lifestyle (January)<br>Privacy and Security (February)<br>Online Bullying (March) | Online Relationships<br>Online Reputation |
| Year 2 | Self-Image and Identity<br>Managing Online Information<br>Copyright and Ownership | Health, wellbeing and lifestyle (January)<br>Privacy and Security (February)<br>Online Bullying (March) | Online Relationships<br>Online Reputation |
| Year 3 | Self-Image and Identity<br>Managing Online Information<br>Copyright and Ownership | Health, wellbeing and lifestyle (January)<br>Privacy and Security (February)<br>Online Bullying (March) | Online Relationships<br>Online Reputation |
| Year 4 | Self-Image and Identity<br>Managing Online Information<br>Copyright and Ownership | Health, wellbeing and lifestyle (January)<br>Privacy and Security (February)<br>Online Bullying (March) | Online Relationships<br>Online Reputation |
| Year 5 | Self-Image and Identity<br>Managing Online Information<br>Copyright and Ownership | Health, wellbeing and lifestyle (January)<br>Privacy and Security (February)<br>Online Bullying (March) | Online Relationships<br>Online Reputation |
| Year 6 | Self-Image and Identity<br>Managing Online Information<br>Copyright and Ownership | Health, wellbeing and lifestyle (January)<br>Privacy and Security (February)<br>Online Bullying (March) | Online Relationships<br>Online Reputation |

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| EYFS | **Exploring Technology**<br>Experience using a range of technologies such as cameras, photocopiers, CD players, programmable toys etc. throughout the curriculum. | | |
| Year 1 | Technology Around Us<br><br>Moving a Robot | Digital Painting<br><br>Grouping Data | Digital Writing<br><br>Programming Animations |
| Year 2 | Information Technology Around Us<br><br>Robot Algorithms | Digital Photography<br><br>Programming Quizzes | Making Music<br><br>Pictograms |
| Year 3 | Connecting Computers<br><br>Stop-frame Animation | Sequencing Sounds<br><br>Desktop Publishing | Events and Actions in Programs<br><br>Branching Databases |
| Year 4 | The Internet<br><br>Repetition in Shapes | Audio Production<br><br>Repetition in Games | Photo Editing<br><br>Data Logging |
| Year 5 | Systems and Searching<br><br>Selection in Quizzes | 3D Modelling<br><br>Video Production | Variables in Games<br><br>Flat-file Databases |
| Year 6 | Communication and Collaboration<br><br>Introduction to Spreadsheets | Vector Drawing<br><br>Webpage Creation | Selection in Physical Computing<br><br>Sensing |