

Computing Overview 2021-2022

This overview is intended as a guide for teachers to ensure coverage of computing skills.

Resources from EVOLVE and eAWARE should also be used for targeted interventions (whole class or groups) using teacher judgement concerning potential issues that may arise in a class/whole school context.

Computer Science Programming & Systems and networks	Information Technology Creating media & Data handling	Digital Literacy E-Safety
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2021-2022					
Autumn		Spring		Summer	
Digital Literacy <i>Online relationships</i>	Digital Literacy <i>Managing online information</i>	Digital Literacy <i>Privacy and security</i>	Digital Literacy <i>Online bullying</i>	Digital Literacy <i>Copyright and ownership</i>	Digital Literacy <i>Online reputation</i>
Creating Media	Computational thinking (KS1) Data Handling (KS2)	Systems and networks	Programming	Creating media	Programming

RHSE	
Health, wellbeing and lifestyle	
Self-image and identity	

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(Adapted due to Covid disruptions and while curriculum is being embedded)

2021-2022					
Autumn		Spring		Summer	
Digital Literacy <i>Online relationships</i>	Digital Literacy <i>Online relationships (cont.)</i>	Digital Literacy <i>Online bullying (cont.)</i>	Digital Literacy <i>Online bullying (cont.)</i>	Digital Literacy <i>Privacy and security</i>	Digital Literacy <i>Privacy and security (cont.)</i>
Creating Media	Creating Media (cont.)	Programming	Programming (cont.)	Computational thinking (KS1) Data Handling (KS2)	Systems and networks

RHSE	
Health, wellbeing and lifestyle	
Self-image and identity	

Project Evolve strands not currently covered in Computing/RHSE:

Managing online information

Copyright and ownership (coverage in Teach Computing units)

Online reputation