

Computing Curriculum Overview

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--------|--|---|--|---|---|--|
| Year 1 | Computing systems and networks: Technology around us | Creating media: Digital painting | Creating media: Digital writing | Data and information: Grouping data | Programming A: Moving a robot | Programming B: Programming animations |
| Year 2 | Computing systems and networks: Technology around us | Creating media: Digital photography | Creating media: Digital music | Data and information: Pictograms | Programming A: Robot algorithms | Programming B: Programming quizzes |
| Year 3 | Computing systems and networks: Technology around us | Creating media: Stop frame animation | Creating media: Desktop publishing | Data and information: Branching databases | Programming A: Sequencing music | Programming B: Events and actions |
| Year 4 | Computing systems and networks: The internet | Creating media: Audio editing | Creating media: Photo editing | Data and information: Data logging | Programming A: Repetition in shapes | Programming B: Repetition in games |
| Year 5 | Computing systems and networks: Systems and searching | Creating media: Video production | Creating media: Selection in physical computing | Data and information: Flat-file database | Programming A: Introduction to vector graphs | Programming B: Selection in quizzes |
| Year 6 | Computing systems and networks: Communication and collaboration | Creating media: Web page creation | Creating media: Variables in games | Data and information: Introduction to spreadsheets | Programming A: 3D modelling | Programming B: Sensing movement |