



Aim high, believe; Fly high, achieve.

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	Programming A - Moving a robot	Creating media - Digital writing	Data and Information - Grouping data	Programming B - Introduction to animation
Year 2	Computing systems and networks - IT around us	Creating media - Digital photography	Programming A - Robot algorithms	Creating media - Making music	Data and information - Pictograms	Programming B - An introduction to quizzes
Year 3	Computing systems and networks - Connecting computers	Creating media - Animation	Programming A - Sequence in music	Creating media - Desktop publishing	Data and information - Branching databases	Programming B - Events and actions
Year 4	Computer systems and networks - The internet	Creating Media- Photo editing	Programming A - Repetition in shapes	Creating media - Audio editing	Data and Information - Data Logging	Programming B - Repetition in games
Year 5	Computing systems and networks - Sharing information	Creating media - Video editing	Programming A - Selection in physical computing	Creating media - Vector drawing	Data and information - Flat-file databases	Programming B - Selection in quizzes
Year 6	Computing systems and networks - Communication	Creating media - 3D Modelling	Programming A - Variables in games	Creating media - Web page creation	Data and information - Spreadsheets	Programming B - Sensing