



Computing Curriculum Overview

Whole School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Pupils engage in whole school internet safety and have access to digital devices when appropriate to enhance learning.					
Year 1	<u>Computing systems and networks</u> Technology around us	<u>Creating Media</u> Digital Painting	<u>Creating Media</u> Digital Writing	<u>Programming A</u> Moving Robots	<u>Programming B</u> Programming animation	<u>Data & Information</u> Grouping data
Year 2	<u>Computing systems and networks</u> Information technology around us	<u>Creating Media</u> Digital photography	<u>Creating Media</u> Digital Music	<u>Data & Information</u> Pictograms	<u>Programming A</u> Robot Algorithms	<u>Programming B</u> Programming quizzes
Year 3	<u>Computing systems and networks</u> Connecting computers	<u>Creating Media</u> Stop frame animation	<u>Data & Information</u> Branching Databases	<u>Programming A</u> Sequencing sounds	<u>Programming B</u> Events and actions in programs	<u>Creating Media</u> Sequencing sounds
Year 4	<u>Computing systems and networks</u> The Internet	<u>Creating Media</u> Audio production	<u>Programming A</u> Repeating shapes	<u>Data & Information</u> Data logging	<u>Creating Media</u> Photo editing	<u>Programming B</u> Repetition in games
Year 5	<u>Computing systems and networks</u> Systems and searching	<u>Creating Media</u> Video editing	<u>Programming A</u> Selection in physical computing	<u>Data & Information</u> Flat-file database	<u>Creating Media</u> Vector Drawing	<u>Programming B</u> Selection in quizzes
Year 6	<u>Computing systems and networks</u> Communication and collaboration	<u>Data & Information</u> Spreadsheets	<u>Creating Media</u> 3D modelling	<u>Programming A</u> Variables in games	<u>Creating Media</u> Webpage creation	<u>Programming B</u> Sensing