



Computing Curriculum Overview

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
EYFS	What makes me special?	Why are celebrations important?	What makes up the world around us?	Where does everything begin?	Are all countries the same?	How do we travel?
Year 1	Computing systems and networks – Technology around us	Programming A – Moving a robot	Creating media – Digital writing	Programming B - Programming animations	Creating media – Digital painting	Data and information – Grouping data
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming B - Programming quizzes	Programming A – Robot algorithms	Creating media - Digital music	Data and information – Pictograms
Year 3	Creating media - Stop-frame animation	Creating media – Desktop Publishing	Computing systems and networks – Connecting computers	Programming A - Sequencing sounds	Programming B - Events and actions in programs	Data and information – Branching databases
Year 4	Creating media – Photo editing	Creating media - Audio production	Computing systems and networks – The Internet	Programming A – Repetition in shapes	Programming B – Repetition in games	Data and information – Data logging
Year 5	Creating media – Introduction to vector graphics	Computing systems and networks - Systems and searching	Programming B – Selection in quizzes	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases
Year 6	Creating media – 3D Modelling	Data and information - Introduction to Spreadsheets	Creating media – Web page creation	Computing systems and networks - Communication and collaboration	Programming A – Variables in games	Programming B - Sensing movement