

Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation Stage	Computing systems and networks What is a computer?	Computing systems and networks We control technology – digital microscopes	Creating media We control technology – digital cameras	Computing systems and networks Using technology responsibly	Computing systems and networks Developing computer skills	Programming Tinkering with programmable trucks
Year 1	Computing systems and networks Technology around us	Creating media Digital painting	Programming A Moving a robot	Data and information Grouping data	Creating media Digital writing	Programming B Programming animations
Year 2	Computing systems and networks Information technology around us	Creating media Digital photography	Programming A Robot algorithms	Creating media Digital music	Programming B Programming quizzes	Data and information Pictograms
Year 3	Computing systems and networks Connecting computers	Creating media Stop-frame animation	Programming A Sequencing sounds	Data and information Branching databases	Creating media Desktop publishing	Programming B Events and actions in programs
Year 4	Computing systems and networks The internet	Creating media Audio production	Programming A Repetition in shapes	Data and information Data logging	Creating media Photo editing	Programming B Repetition in games
Year 5	Computing systems and networks Systems and searching	Creating media Video production	Programming A Selection in physical computing	Data and information Flat-file databases	Creating media Introduction to vector graphics	Programming B Selection in quizzes
Year 6	Computing systems and networks Communication and collaboration	Creating media Webpage creation	Programming A Variables in games	Data and information Introduction to spreadsheets	Creating media 3D modelling	Programming B Sensing movement