

Computing Curriculum

Computing  		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Year 1	Computer systems and networks - Technology around us	Creating Digital 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 - IT around us	Creating media - Digital photography	Programming A - Robot algorithms	Data and information - Pictograms	Creating media - Digital music	Programming B - programming quizzes
	Year 3	Computing systems and networks - Connecting computers	Creating media - Stopframe animations	Programming A - Sequencing sounds	Data and information - Branching databases	Creating media - Desktop publishing	Programming B - Events and actions in programs
	Year 6	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 - Web page creation	Programming A - Variables in games	Data and information - Introduction to spreadsheets	Creating media - 3D modelling	Programming B - Sensing movement Introduction to microbit