

Computing Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks: Technology around us	Digital painting	Programming: Robot moving	Grouping Data	Digital writing	Programming: Animations
Year 2	Computing systems and networks: IT around us	Digital photography	Programming: Robot algorithms	Pictograms	Digital music	Programming: Quizzes
Year 3	Computing systems and networks: Connecting computers	Stop frame animations	Programming: Sequencing sounds	Branching database	Desktop publishing	Programming: Events and actions in programs
Year 4	Computing systems and networks: The Internet	Audio production	Programming: Repetition in shapes	Data logging	Photo editing	Programming: repetition in games
Year 5	Computing systems and networks: Systems and searching	Video productions	Programming: Selection in physical programming (crumbles)	Flat file databases	Introduction to Vector graphics	Programming: selection in quizzes
Year 6	Computing systems and networks: Communication and collaboration	Web page creation	Programming: Variables in games	Introduction to Spreadsheets	3D Modelling (Tinker cad)	Programming: Sensing movements (Micro bit)