



Computing Overview

	Autumn Term		Spring Term		Summer Term	
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- 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: Stop Frame Animation	Programming A- Sequencing sounds	Data information: Branching Databases	Creating media- Desktop publishing	Programming B- Events and Actions in programmes
Year 4	Programming A- Repetition in shapes	Data and information: Data logging	Computing Systems and Networks: The internet	Creating media: Audio Production	Creating media- Photo editing	Programming B- Repetition in Games
Year 5	Computing Systems and Networks: Systems and searching	Creating Media: Video Production	Data and Information: Flat-file databases	Creating media: Introduction to vector graphics	Programming B- Selection in quizzes	Online Safety
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