



Computing Curriculum Overview

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Computing Systems and networks Technology around us	Computing Systems and networks IT around us	Computing systems and networks Connecting Computers	Computing systems and networks The Internet	Computing systems and networks Sharing Information	Computing systems and networks Communication
Autumn 2	Programming Moving a Robot Geography – Here I am	Programming Robot Algorithms	Programming Sequence in music	Creating Media Photo Editing	Creating Media Vector Drawing	Programming Variables in Games
Spring 1	Creating Media Digital Painting	Creating Media Making Music Science – Living Things and their Habitats	Data and Information Branching Databases Science – Living Organisms	Data and Information Data Logging Science – States of Matter	Programming Selection in physical computing DT - Mechanisms	Creating Media 3D modelling Art - Sculpture
Spring 2	Data and Information Grouping data Science – Everyday Materials	Data and information Pictograms Science – Living things and their Habitats	Creating Media Animation Science – Plants Geography – Investigation mountains and volcanoes	Creating Media Audio Editing Science - Sound	Programming Selection in quizzes	Data and information Spreadsheets
Summer 1	Programming Introduction to animation DT – Moving Pictures	Creating Media Digital Photography Art – Digital Art	Programming Events and Actions	Programming Repetition in Shapes	Creating Media Video Editing	Programming Sensing Science – Functions of the Human Body
Summer 2	Creating Media Digital Writing	Programming Introduction to quizzing	Creating Media Desktop Publishing Geography – Looking at Europe	Programming Repetition in Games	Data and Information Flat File Databases Geography – Climate across the World	Creating Media Webpage Creation