

Computing Curriculum Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS (use Barefoot planning)	<i>Busy Bodies</i>	<i>Awesome Autumn</i>	<i>People who help us</i>	<i>Springtime</i>	<i>Super Space</i>	<i>Summer Fun</i>
1 (Cedar)	Computing systems and networks- technology around us	Creating media- digital painting	Data and information- grouping data	Programming A- moving a robot	Creating media-digital writing	Programming B- programming animations
2 (Elder)	Computing systems and networks- IT around us	Creating media- digital photography	Data and information- pictograms	Programming A-robot algorithms	Creating media-digital music	Programming B- programming quizzes
3 (Cherry)	Computing systems and networks- connecting computers	Creating media- stop frame animation	Data and information- branching databases	Programming A- sequencing sounds	Creating media- desktop publishing	Programming B- events and actions in programmes
4/5 (Rowan)	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
5/6 (Maple)	Computing systems and networks- systems and searching	Creating media- video cam creation	Programming A- selection in physical computing	Data and information – flat file database	Creating media – introduction to vector graphics	Programming B- selection in quizzes
6 (Willow)	Computing systems and networks- communication and collaboration	Creating media- web cam creation	Data and information- introduction to spreadsheets	Programming A- variables in games	Creating media-3d modelling	Programming B- sensing movement

