Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	We have confidence		We have feelings	We are healthy	We can listen	We are digital readers
	We can take turns		We are successful	We can drive	We can exercise	We can understand instructions
Year 1/2	Computing Systems and Networks: **Technology Around Us**	Creating Media: **Digital Writing**	Creating Media: **Digital Painting**	Programming A: **Moving Robots**	Data and Information: **Grouping Data**	Programming B: **Introduction to Animation**
	Computing Systems and Networks: **IT Around Us**	Creating Media: **Making Music**	Creating Media: **Digital Photography**	Programming A: **Robot Algorithms**	Data and Information: **Pictograms**	Programming B: **An Introduction to Quizzes**
Year 3/4	Computing Systems and Networks: **Connecting Computers**	Creating Media: **Animation**	Creating Media: **Desktop Publishing**	Programming A: **Sequence in Music**	Data and Information: **Branching Databases**	Programming B: **Events and Actions**
	Computing Systems and Networks: **The Internet**	Creating Media: **Audio Editing**	Creating Media: **Photo Editing**	Programming A: **Repetition in Shapes**	Data and Information: **Data Logging**	Programming B: **Repetition in Games**
Year 5/6	Computing Systems and Networks: **Sharing Information**	Creating Media: **Vector Drawing**	Creating Media: **Video Editing**	Programming A: **Selection in Physical Computing**	Data and Information: **Flat-File Databases**	Programming B: **Selection in Quizzes**
	Computing Systems and Networks: **Communication**	Creating Media: **Web Page Creation**	Creating Media: **3D Modelling**	Programming A: **Variables in Games**	Data and Information: **Spreadsheets**	Programming B: **Sensing**

Cycle 1 – 2020/21, 2022/23
Cycle 2 – 2021/22, 2023/24