

COMPUTING OVERVIEW



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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	Computer 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 and Information – Branching Databases	Creating Media – Desktop Publishing	Programming B – Events and Actions in Programs
Year 4	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
Year 5	Computing Systems and Networks – Systems and Searching	Creating Media – Video Production	Programming A – Selection in Physical Computing	Data and Information – Flat-file Databases	Creating Media – Introduction to Vector Graphics	Programming B – Selection in Quizzes
Year 6	Computing Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information – Introduction to Spreadsheets	Creating Media – 3D Modelling	Programming B – Sensing Movement