

Computing – Whole school overview

Year Group	Autumn		Spring		Summer	
	1.1	1.2	2.1	2.2	3.1	3.2
Nursery	No year group at present					
Reception	Understanding the world, Communication & Language, Physical Development, Expressive Art & Design and Personal, Social & Emotional Development					
Year 1	Computer 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- Introduction to Animation
Year 2	Computer Systems and Networks- IT around us	Creating Media- Digital Photography	Programming A- Robot Algorithms	Data and Information- Pictograms	Creating Media- Making Music	Programing B Programming quizzes
Year 3	Computer Systems and Networks- Connecting Computers	Creating Media- Animation	Programming A- Sequence in Music	Data and Information- Branching Databases	Creating Media- Desktop Publishing	Programming B- Events and Actions
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	Computer 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	Computer Systems and Networks- Communication and collaboration	Creating Media- Web Page Creation	Programming A- Variables in Games	Data and Information- Spreadsheets	Creating Media- 3D Modelling	Programming B- Sensing