

Computing Overview

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Year A:	EYFS	Autumn		Spring		Summer	
Year 1/2	Understanding the World – Exploring technology, interacting with age appropriate programs, exploring how to use different equipment	Creating media – Digital painting	Creating media – Digital writing	Creating media - Digital music	Programming A – Robot algorithms	Creating media – Digital photography	Programming B - Programming quizzes
Year 3/4		Computing systems and networks – The Internet	Creating media – Photo editing	Data and information – Branching databases	Creating media – Desktop publishing	Data and information – Data logging	Creating media - Audio production
Year 5/6		Computing systems and networks - Communication and collaboration	Computing systems and networks - Systems and searching	Programming A – Variables in games	Creating media – Introduction to vector graphics	Creating media – 3D Modelling	Programming B - Sensing movement
Year B:	EYFS	Autumn		Spring		Summer	
Year 1/2	Understanding the World – Exploring technology, interacting with age appropriate programs, exploring how to use different equipment	Computing systems and networks – Technology around us	Computing systems and networks – IT around us	Programming A – Moving a robot	Data and information – Grouping data	Programming B - Programming animations	Data and information – Pictograms
Year 3/4		Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Programming B - Events and actions in programs	Programming A – Repetition in shapes	Programming B – Repetition in games
Year 5/6		Computing systems and networks - Systems and searching	Programming A – Selection in physical computing	Data and information – Flat-file databases	Data and information – Spreadsheets	Programming B – Selection in quizzes	Creating media – Web page creation