



Curriculum Overview – Computing

With computing, we are prepared for the future.

	Autumn		Spring		Summer	
	Computing Systems and networks	Creating Media	Programming A	Data and information	Creating Media	Programming B
Yr1	Technology systems and networks	Digital Painting	Moving a Robot	Grouping data	Digital Writing	Programming animations
Yr2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Yr3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop Publishing	Events and actions in programs
Yr4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Yr5	Systems and searching	Video Production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
Yr6	Communication and collaboration	Webpage Creation	Variables in games	Introduction to spreadsheets	3D Modelling	Sensing Movement

