# Computing Curriculum Whole School Overview

| Year | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
| 1 | Programming A Moving a robot | Programming B Introduction to animation | Computing Systems and Networks – Technology Around Us | Creating Media – Digital Writing | Data and Information – Grouping Data | Creating Media – Digital Painting |
| 2 | Computing systems and networks: IT around us | Creating media: Making music | Data Handling - Pictograms | Programming A – Robot Algorithms | Creating Media – Making Music | Programming B – Introduction to Quizzes |
| 3 | Connecting Computers | Creating Media - Animation | Creating Media – Desktop Publishing | Programming A – Sequence in Music | Data Handling – Branching Databases | Programming B – Events and Actions (maze) |
| 4 | Computing systems and networks: the internet | Creating media - photo editing | Programming A – Repetition in Shapes | Creating Media – Audio Editing | Data and Information – Data Logging | Programming B – Repetition in Games |
| 5 | Creating Media - Video Editing | Creating Media – Vector Drawing | Computing Systems and Networks – Sharing Information | Programming A – Selection in Physical Computing | Data and Information – Flat-File Databases | Programming B – Selection in Quizzes |
| 6 | Creating Media – 3D Modelling | Computing Systems and Networks – Communication | Creating media – Web Page Creation | Data and Information - Spreadsheets | Programming A – Variables in Games | Programming B - Sensing |