



Computing Curriculum Whole School Overview



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Technology is available to explore during continuous provision.					
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1	Computing Systems and Networks Technology Around Us	Creating Media Digital Painting	Creating Media Digital Writing	Data and Information Grouping Data	Programming A Moving a robot	Programming B Introduction to Animation
2	Computer Systems and Networks IT Around Us	Creating Media Digital Photography	Creating Media Making music	Data handling Pictograms	Programming A Robot Algorithms	Programming B Introduction to Quizzes
3	Computing Systems and Networks 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	Programming B Repetition in Games	Creating Media Audio Editing	Data and Information Data Logging
5	Creating Media Video Editing	Creating Media Vector Drawings	Computing Systems and Networks Sharing Information	Data and Information Flat-File Databases	Programming A Selection in Physical Computing	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