

Computing Curriculum Overview 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems – Technology around us	Creating Media – Digital painting	Programming A – Moving a robot	Data and Information – Grouping data	Creating Media – Digital Writing	Programming B – Programming animations
Year 2	Computing Systems – IT around us	Creating Media – Digital photography	Programming A – Robot algorithms	Data and Information – Pictograms	Creating Media – Digital music	Programming B – Programming quizzes
Year 3	Computing Systems – Connecting computers	Creating Media – Stop-frame animation	Programming A – Sequencing sounds	Data and Information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing Systems – 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	Computing Systems – 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	Computing Systems – Communication and collaboration	Creating Media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets	Creating Media – 3D modelling	Programming B – Sensing movement