

Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Programming Why do we have rules?	Computer Systems and Networks Exploring technology	Creating Media Technology at home	Computational Thinking Technology at school	Computational Thinking Exploring computers	Computational Thinking Operating technology
Reception	Programming Making rules	Computer Systems and Networks Technology for purpose	Creating Media Exploring computer programs	Computational Thinking Logical reasoning and algorithms	Computational Thinking Decomposition and patterns	Computational Thinking Predicting and analysing
Year 1	Computer Systems and Networks Technology around Us	Programming Moving a robot	Programming Introduction to Animation	Creating Media Digital Writing	Creating Media Digital Painting	Data and Information Grouping Data
Year 2	Computer Systems and Networks Information Technology around Us	Creating Media Digital Photography	Programming Robot Algorithms	Data and Information Pictograms	Creating Media Making Music	Programming An introduction to quizzes
Year 3	Computer Systems and Networks Connecting Computers	Programming Sequencing Sounds	Creating Media Animation	Data and Information Presenting Information	Creating Media Desktop Publishing	Programming Events and actions
Year 4	Computer Systems and Networks The Internet	Programming Repetition in Shapes	Programming Repetition in Games	Creating Media Photo Editing	Creating Media Audio Editing	Data and Information Data Logging
Year 5	Computer Systems and Networks Sharing Information	Programming Selection in physical computing	Programming Selection in quizzes	Creating Media Vector Drawing	Creating Media Video Editing	Data and Information Flat File Databases
Year 6	Computer Systems and Networks Communication	Programming Variables in games	Creating Media Web Page Creation	Data and Information Spreadsheets	Programming Sensing	Media 3D Modelling