COMPUTING

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data Online safety	Creating media – Digital writing Online safety	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms Creating media – Making music	Data and information – Pictograms Online safety	Creating media – Making music Online safety	Programming B – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation Online safety	Programming A – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing Online safety	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing Online safety	Programming A– Repetition in shapes	Data and information – Data logging	Creating media – Photo editing Online safety	Programming B - Repetition in games
Year 5	Computing systems and networks – Sharing information Online safety	Creating media – Video editing Online safety	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – vector drawing online safety	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication Online safety	Creating media – Web page creation Online safety	Programming A – Variables in games	Data and information - Spreadsheets	Creating media – 3D Modelling Online safety	Programming B – Sensing

E-safety will be taught throughout the year in line with the National Curriculum requirements.