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| **Computing Curriculum** |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
|  | **Computing Systems and Networks** | **Creating Media**  | **Programming A** | **Data and information**  | **Creating Media** | **Programming B** |
| **EYFS** | Technology around us  | Picture shape hunt | Following instructions  | Collecting class data | ChatterPix  | Introduce BeeBot |
| **Y1** | Technology around us  | Digital printing  | Moving a robot | Grouping data | Digital writing | Programming animations  |
| **Y2** | Information technology around us | Digital photography | Robot algorithms | Pictograms | Digital music  | Programming quizzes  |
| **Y3** | Connecting computers | Stop-frame animation | Maryport Church of England Primary SchoolSequencing sounds | Branching databases | Desktop publishing | Events and actions in programs  |
| **Y4** | The internet | Audio production | Reptation in shapes | Data logging  | Photo editing | Reptation in games |
| **Y5** | Systems and searching  | Video production | Selection in physical computing | Flat-file databases | Introduction to vector graphics | Selection in quizzes  |
| **Y6** | Communication and collaboration | Web page creation  | Variables in games | Spreadsheets  | 3D modelling | Sensing movement |