|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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 |