

<b>Digital Literacy</b> (Mechanics, searching/selecting information and E-safety)	<b>Information Technology</b> (Digital Artefacts and computing contexts)	<b>Computer Science</b> (Algorithms, programming, data and systems)
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### ELT Computing Curriculum Overview

	Autumn Term	Spring 1	Spring 2	Summer Term
Year 1	Photos using <b>Camera</b>	Unplugged Physical Computing Lessons	Scratch Jr	Videos using <b>Clips</b>
Year 2	Data Handling with <b>Numbers</b>	Unplugged Physical Computing Lessons	Scratch Jr	Multimedia using <b>Clips and Book Creator</b>
Year 3	Multimedia using <b>iMovie</b>	Physical Computing with Micro:Bit	Physical Computing with Micro:Bit Computer Networks	Data Handling using <b>Numbers and Data Loggers</b>
Year 4	Multimedia using <b>Garageband</b>	Physical Computing with Micro:Bit	Physical Computing with Micro:Bit	3D Modelling using <b>TinkerCAD</b> and App Prototype using <b>KeyNote</b>
Year 5	Podcasting using <b>Pages and GarageBand</b>	Physical Computing with Micro:Bit	Computer Networks	Stop Motion using <b>iMotion</b> and Augmented Reality using <b>Halo AR.</b>
Year 6	3D Modelling using <b>TinkerCAD</b> and App Prototype using <b>KeyNote</b>	Physical Computing with Micro:Bit	Physical Computing with Micro:Bit Computer Networks	Extended Data Handling using <b>Numbers</b> and Multimedia using <b>'All Apps'</b>
All Year Groups	Digital Literacy E-Safety Lessons are delivered throughout every year group in every half term using Project Evolve resources.			