### Curriculum Overview

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| **Montreal CoE Primary School** |
| SubjectComputing  | Autumn Term 1 | Autumn Term 2 | Spring Term 1 | Spring Term 2 | Summer Term 1 | Summer term 2 |
|  | Early Learning Goals: All 7 Areas of the curriculum |
| Year one/Year 2 (Cycle A)  | **Computing Systems and networks** Technology around dus  | **Creating media** Digital painting | **Programming A** Moving a robot  | **Data and information**Grouping Data  | **Creating media** Digital writing | **Programming B** Programming animations  |
| Year one/Year 2 (Cycle B)  | **Computing Systems and networks** IT around us  | **Creating media** Digital photography | **Programming A** Robot algorithms | **Data and information**Pictograms  | **Creating media** Digital music | **Programming B** Programming quizzes  |
| Year Three/Year four (year 3 – Cycle B)  | **Computing Systems and networks** Connecting computers | **Creating media** Stop frame animation  | **Programming A** Sequencing sounds  : | **Data and information**Branching databases | **Creating media** Desktop publishing  | **Programming B** Events and actions in programs  |
| Year four/ year five (year 5 – cycle B)  | **Computing Systems and networks** Systems and searching  | **Creating media** Video production  | **Programming A** Selection in physical computing  | **Data and information**Flat file databases  | **Creating media** Introduction to vector graphics  | **Programming B** Selection in quizzes  |
| Year 3/4/5 (year 4 - cycle A)  | **Computing Systems and networks** The internet  | **Creating media** Audio production  | **Programming A** Repetition in shapes  | **Data and information**Data logging  | **Creating media** Photo editing  | **Programming B** Repetition in games  |
| Year Six | **Computing Systems and networks** Communication and collaboration  | **Creating media** Web page creation  | **Programming A** Variables in games  | **Data and information**Introduction to spreadsheets  | **Creating media** 3D modelling  | **Programming B** Sensing movement  |