### Curriculum Overview

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| **Montreal CoE Primary School** | | | | | | |
| Subject  Computing | 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 |