



Samlesbury CE Primary

Computing Curriculum Overview

| | | Autumn | | Spring | | Summer | |
|-----------|-------|--|-----------------------|--|----------------------|---|---------------------------------|
| Reception | | BUSY BODIES: Algorithms, Decomposition, Debugging, Logic, Patterns, Abstraction | | PEOPLE WHO HELP US: Algorithms, Collaboration, Persevering, Creating, Pattern, Logical reasoning, Tinkering, Abstraction | | SUMMER FUN: Tinkering, Persevering, Patterns, Logic, Decomposition, Debugging, Collaborating, Algorithms | |
| Year 1 | | Technology around us | Digital Painting | Moving a robot | Grouping Data | Digital writing | Programming animations |
| Year 2 | | IT around us | Digital photography | Robot algorithms | Pictograms | Digital music | Programming quizzes |
| Year 3/4 | 25/26 | Stop frame animation | Branching Databases | Desktop publishing | Photo editing | Data logging | Audio production |
| | 26/27 | Sequencing sounds | Connecting Computers | Events and actions in programs | Repetition in shapes | Repetition in games | The internet |
| Year 5/6 | 25/26 | Video production | Flat file databases | Introduction to vector graphics | 3D Modelling | Introduction to Spreadsheets | Webpage creation |
| | 26/27 | Selection in physical computing | Systems and searching | Selection in quizzes | Variables in games | Sensing movement | Communication and collaboration |

Key

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|--|--------------------------------|---|----------------|---|-------------|---|----------------------|
|  | Computing systems and networks |  | Creating media |  | Programming |  | Data and information |
|--|--------------------------------|---|----------------|---|-------------|---|----------------------|