Computing Curriculum Overview

Walmsley C.E. Primary School
Where getting better never stops

Topic Overview by Year Group						
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Reception						
Year One	Computing Systems and Networks Technology around us **(COMPUTER SCIENCE)** Privacy and security **(Digital Literacy)**	Creating Media Digital Painting **(INFORMATION TECHNOLOGY)** Online bullying **(Digital Literacy)**	Programming A Moving a robot **(COMPUTER SCIENCE)** Online relationships **(Digital Literacy)**	Data and Information Grouping data **(INFORMATION TECHNOLOGY)** Health, Wellbeing & Lifestyles **(Digital Literacy)**	Creating Media Digital Writing Online Safety **(INFORMATION TECHNOLOGY)** Managing online relationships **(Digital Literacy)**	Programming B Introduction to animation **(COMPUTER SCIENCE)** Copyright an ownership **(Digital Literacy)**
Year Two	Computing Systems and Networks Information Technology around us Online Safety **(COMPUTER SCIENCE)** Privacy and security **(Digital Literacy)**	Creating Media Digital Photography **(INFORMATION TECHNOLOGY)** Online bullying **(Digital Literacy)**	Programming A Robot algorithms **(COMPUTER SCIENCE)** Online relationships **(Digital Literacy)**	Data and Information Pictograms **(INFORMATION TECHNOLOGY)** Health, Wellbeing & Lifestyles **(Digital Literacy)**	Creating Media Making music Online Safety **(INFORMATION TECHNOLOGY)** Managing online relationships **(Digital Literacy)**	Programming B Introduction to quizzes **(COMPUTER SCIENCE)** Copyright an ownership **(Digital Literacy)**
Year Three	Computing Systems and Networks Connecting Computers **(COMPUTER SCIENCE)** Privacy and security **(Digital Literacy)**	Creating Media Stop frame animation **(INFORMATION TECHNOLOGY)** Online bullying **(Digital Literacy)**	Programming A Sequence in music **(COMPUTER SCIENCE)** Online relationships **(Digital Literacy)**	Data and Information Branching databases **(INFORMATION TECHNOLOGY)** Health, Wellbeing & Lifestyles **(Digital Literacy)**	Creating Media Desktop publishing Online Safety **(INFORMATION TECHNOLOGY)** Managing online relationships **(Digital Literacy)**	Programming B Events and actions **(COMPUTER SCIENCE)** Copyright an ownership **(Digital Literacy)**
Year Four	Computing Systems and Networks The Internet **(COMPUTER SCIENCE)**	Creating Media Auto editing **(INFORMATION TECHNOLOGY)** Online bullying	Programming A Repetition in shapes **(COMPUTER SCIENCE)** Online relationships **(Digital Literacy)**	Data and Information Data logging **(INFORMATION TECHNOLOGY)**	Creating Media Photo editing Online Safety **(INFORMATION TECHNOLOGY)**	Programming B Repetition in games **(COMPUTER SCIENCE)** Copyright an ownership **(Digital Literacy)**

	Privacy and security **(Digital Literacy)**	**(Digital Literacy)**		Health, Wellbeing & Lifestyles **(Digital Literacy)**	Managing online relationships **(Digital Literacy)**	
Year Five	Computing Systems and Networks Sharing information Online Safety **(COMPUTER SCIENCE)** Privacy and security **(Digital Literacy)**	Creating Media Video editing **(INFORMATION TECHNOLOGY)** Online bullying **(Digital Literacy)**	Programming A Selection in physical computing **(COMPUTER SCIENCE)** Online relationships **(Digital Literacy)**	Data and Information Flat-file databases **(INFORMATION TECHNOLOGY)** Health, Wellbeing & Lifestyles **(Digital Literacy)**	Creating Media Vector drawing Online Safety **(INFORMATION TECHNOLOGY)** Managing online relationships **(Digital Literacy)**	Programming B Selection in quizzes **(COMPUTER SCIENCE)** Copyright an ownership **(Digital Literacy)**
Year Six	Computing Systems and Networks Communication Online Safety **(COMPUTER SCIENCE)** Privacy and security **(Digital Literacy)**	Creating Media Web page creation **(INFORMATION TECHNOLOGY)** Online bullying **(Digital Literacy)**	Programming A Variables in games **(COMPUTER SCIENCE)** Online relationships **(Digital Literacy)**	Data and Information Spreadsheets **(INFORMATION TECHNOLOGY)** Health, Wellbeing & Lifestyles **(Digital Literacy)**	Creating Media 3D modelling Online Safety **(INFORMATION TECHNOLOGY)** Managing online relationships **(Digital Literacy)**	Programming B Sensing **(COMPUTER SCIENCE)** Copyright an ownership **(Digital Literacy)**