COMPUTING OVERVIEW

Year A	Badger Wood Y1	Keeper Wood Y2/3/4	Farthing Wood Y5/6
Autumn Computer Systems and Networks Data	Unit 1/2- Technology around us Unit 2 Pictograms	Unit 3 Connecting Computers Unit 4 Data logging	Unit 5 Systems and Searching Unit 6 Introduction to spreadsheets
Spring Programming *to be done in order*	Unit 1/2 Moving a robot and algorithms	YEAR 2: Unit 1 Programming Animations YEAR 3/4: Unit 3 Sequencing sounds YEARS 2/3/4: Unit 4 Repetition in shapes	Unit 5 Selection in physical computing Unit 6 Variables in games
Summer Creative Media	Unit 1 Digital writing Unit 1 Digital painting	Unit 3 Desktop publishing Unit 4 Photo editing	Unit 5 Video editing Unit 6 Webpage creation
Other	Unit 1 Grouping data – done through Reception Maths Unit 2 Programming Quizzes - optional		

Year B	Badger Wood	Keeper Wood	Farthing Wood
Autumn Computer Systems and Networks Data	Unit 1/2- Technology around us Unit 2 Pictograms	Unit 4 The Internet Unit 3 Branching databases	Unit 6 Communication Unit 5 Flat-file databases
Spring Programming *to be done in order*	Unit 1/2 Moving a robot and algorithms	YEAR 2: Unit 1 Programming Animations YEAR 3/4: Unit 3 Events and actions in programs YEARS 2/3/4: Unit 4 Repetition in games	Unit 5 Selection in quizzes Unit 6 Sensing
Summer Creative Media	Unit 1 Digital writing Unit 1 Digital painting	YEAR 2 Unit 2 Making Music Unit 2 Digital photography --- YEAR 3/4 Unit 3 Stop-frame animation Unit 4 Audio editing	Unit 5 Vector drawing Unit 6 3D Modelling
Other	Unit 1 Grouping data – done through Reception Maths Unit 2 Programming Quizzes - optional		