



Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 12	Summer 1	Summer2
	Computing Systems and Networks	Creating Media	Creating Media	Data and information	Programming	Programming
Year 1	Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Moving a Robot	Programming Animations
Year 2	Information Technology Around Us	Digital Photography	Making Music	Pictograms	Robot Algorithms	Programming Quizzes
Year 3	Connecting Computers	Stop-Frame Animation	Desktop Publishing	Branching Databases	Sequencing Sounds	Events and Actions in Programs
Year 4	The Internet	Audio Editing	Photo Editing	Data Logging	Repetition in Shapes	Repetition in Games
Year 5	Sharing Information	Video Editing	Vector Drawing	Flat-file Databases	Selection in Physical Computing	Selection in Quizzes
Year 6	Internet Communication	3D Modelling	Webpage Creation	Introduction to Spreadsheets	Variables in Games	Sensing