Computing Curriculum Overview

	Autumn		Spring		Summer	
	Term 1	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
Reception	Throughout the Early Years, children have the opportunity to use technology including laptop, tablets, interactive white board and cameras. Children are exposed to technology through their continuous provision in role play and understanding the wider world areas.					
Year 1	**Technology Around Us** Recognising and using technology in school	**Digital Painting** Using a program to create art	**Programming a Robot** Algorithms and programs for robots	**Grouping Data** Sorting and grouping objects by their properties	**Digital Writing** Creating and formatting texts	**Programming Animations** Programming the movement of a character
Year 2	**Technology Around Us** Recognising and using technology beyond school	**Digital Photography** Capturing and changing digital photographs	**Robot Algorithms** Creating and debugging programs	**Pictograms** Collecting and presenting data on a computer	**Digital Music** Exploring and creating music on a computer	**Programming Quizzes** Designing algorithms and programs
Year 3	**Connecting Computers** Connecting and understanding digital devices	**Stop-frame Animation** Capturing and editing digital still images	**Sequencing Sound** Creating sequences in a block-based programming language to make music	**Branching Databases** Building and using branching databases to group objects	**Desktop Publishing** Creating documents	**Events and Actions in Programs** Designing algorithms and programs that use a range of events
Year 4	**The Internet** Understanding the internet	**Audio Production** Capturing and editing audio to produce a podcast	**Repetition in Shapes** Using a text-based programming language	**Data Logging** Using data loggers to carry out an investigation	**Photo Editing** Manipulating digital images for a purpose	**Repetition in Games** Using a block-based programming language
Year 5	**Systems and Searching** IT systems around	**Video Production** Planning, capturing and editing videos	**Selection in Physical Computing** Using a programmable microcontroller	**Flat-file Datababes** Using database to order data and create charts to answer questions	**Vector Drawing** Creating images using a drawing program	**Selection in Quizzes** Design and code an interactive quiz
Year 6	**Communication and Collaboration** Exploring how data is transferred and shared online	**Webpage Creation** Designing and creating webpages	**Variables in Games** Exploring variables when designing and coding games	**Spreadsheets** Answering questions by organising and calculating data	**3D Modelling** Planning, developing and evaluating 3D computer models	**Sensing** Designing and coding that captures inputs from a physical device