



Computing Curriculum Overview

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1A Computing systems and networks	Technology around us <i>Online Safety</i>	IT around us <i>Online Safety</i>	Connecting computers <i>Online Safety</i>	The internet <i>Online Safety</i>	Systems and searching <i>Online Safety</i>	Communication and collaboration <i>Online Safety</i>
Term 1B Creating media	Digital painting <i>Online Safety</i>	Digital photography	Stop- frame animation	Audio production	Video production	Webpage creation
Term 2A Programming A	Moving a robot <i>Online Safety</i>	Robot algorithms	Sequencing sounds	Repetition in shapes	Selection in physical computing	Variable in games
Term 2B Data and information	Grouping data <i>Online Safety</i>	Pictograms	Branching databases	Data logging	Flat-file databases	Introduction to spreadsheets
Term 3A Creating media	Digital writing <i>Online Safety</i>	Digital music	Desktop publishing	Photo editing	Vector graphics	3D modelling
Term 3B Programming B	Programming animations <i>Online Safety</i>	Programming quizzes	Events and actions in programs	Repetition in games	Selection in quizzes	Sensing movements

Each half term teachers to start with a 15-minute e-safety scenario or discussion from Project Evolve

Online safety links to EfACW themes and Online safety is also covered in national Safer internet Day

Computing objectives may also be covered through cross curricular work in other subjects. Teacher assessments are completed at the end of each year.