Computing Curriculum Overview

Cycle A	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Year 1/2	Computing System and Networks 1 – Technology around us.	Programming A1 - Moving a robot.	Programming B1 – Introduction to animation.	Creating Media A1– Digital Painting.	Data and Information 1 – Grouping Data.	Creating media B1 – Digital Writing.
Year 3/4	Computing systems and networks 3 – Connecting Computers.	Programming A3 – A sequence in music.	Programming B3 – Events and Actions.	Creating media A3 – Animation.	Data and information 3 – Branching Databases.	Creating media 3B – Desktop Publishing.
Year 5/6	Computer systems and networks 5 – Systems and Searching.	Programming A5 – Selection in physical computing.	Programming B5 – Selection in quizzes.	Creating media 5A – Vector Drawing.	Data and information 5 – Flat File Databases.	Creating media 5B – Video Editing.

Cycle B	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Year 1/2	Computing systems and networks 2 – IT around us.	Creating media B1 – Digital Photography.	Programming A2 – Robot Algorithms.	Data and information 2 – Pictograms.	Creating Media B2 – Making Music.	Programming B2 – An introduction to quizzes.
Year 3/4	Computer systems and networks 4 – The Internet.	Creating media 4A – Audio Editing.	Programming A4 – Repetition in shapes.	Data and Information 4 – Data Logging.	Creating Media 4B – Photo Editing.	Programming 4B – Repetition in games.
Year 5/6	Computing systems and networks 6 – Communication and Collaboration.	Creating media 6A – Web Page Creation.	Programming A6 – Variables in games.	Data and information 6 – Spreadsheets.	Creating media 6B – 3D Modelling.	Programming 5A – Sensing Movement.