Computing Curriculum overview

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop frame animation that tells a story	Sequencing sounds Creating sequences in a block-based programming language to make music	Branching databases Building and using branching databases to group objects using yes/no questions	Desktop publishing Creating documents and modifying text, images and page layouts for a specific purpose	... Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions
Year 4	The internet Recognising that the internet is a network of networks including the WWW, and why	Audio production Capturing and editing audio to produce a podcast, ensuring	Repetition in shapes Using a text-based programming language to explore count-controlled	Data logging Recognising how and why data is collected over time, before using data loggers to	Photo editing Manipulating digital images, and reflecting on the impact of the	Repetition in games Using a block-based programming language to explore count-controlled and

	we should evaluate online content	that copyright is considered	loops when drawing shapes	carry out an investigation	changes and whether the required purpose is fulfilled	infinite loops when creating a game
Year 5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet	Video production Planning, capturing, and editing video to produce a short film. Selection in physical computing	Exploring conditions and selection using a programmable microcontroller	Flat-file databases Using a database to order data and create charts to answer questions	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects	Selection in quizzes Exploring selection in programming to design and code an interactive quiz
Year 6	Communication and collaboration Exploring how data is transferred by working collaboratively online	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics and navigation	Variables in games Exploring variables when designing and coding a game	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data	..... 3D modelling Planning, developing, and evaluation 3D computer models of physical objects	Sensing movement Designing and coding a project that captures inputs from physical devices.