Computing Curriculum Overview by Year Group





| | | | SCHOOL | | |
|----------------------|---|---|---|---|--|
| Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| Technology Around Us | Digital Painting | Digital Writing | Grouping Data | Moving a Robot | Introduction to Animation |
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| IT Around Us | Digital Photography | Making Music | Pictograms | Robot Algorithms | An Introduction to Quizzes |
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| Connecting Computers | Animation | Desktop Publishing | Branching Databases | Sequence in Music | Events and Actions |
| | | | /. | | |
| The Internet | Audio Editing | Photo Editing | Data Logging | Repetition in Shapes | Repetition in Games |
| Sharing Information | Vector Drawing | Video Editing | Flat-File Databases | Selection in Physical Computing | Selection in Quizzes |
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| Communication | 3D Modelling | Web Page Creation | Spreadsheets | Variables in Games | Sensing |
| | IT Around Us IT Around Us Connecting Computers The Internet Sharing Information | Technology Around Us Digital Painting IT Around Us Digital Photography Connecting Computers Animation The Internet Audio Editing Sharing Information Vector Drawing | Technology Around Us Digital Painting Digital Writing IT Around Us Digital Photography Making Music Connecting Computers Animation Desktop Publishing The Internet Audio Editing Photo Editing Sharing Information Vector Drawing Video Editing | Technology Around Us Digital Painting Digital Writing Grouping Data IT Around Us Digital Photography Making Music Pictograms Connecting Computers Animation Desktop Publishing Branching Databases The Internet Audio Editing Photo Editing Data Logging Sharing Information Vector Drawing Video Editing Flat-File Databases | Technology Around Us Digital Painting Digital Writing Grouping Data Moving a Robot IT Around Us Digital Photography Making Music Pictograms Robot Algorithms Connecting Computers Animation Desktop Publishing Branching Databases Sequence in Music The Internet Audio Editing Photo Editing Data Logging Repetition in Shapes Sharing Information Vector Drawing Video Editing Flat-File Databases Selection in Physical Computing |