

Computing Curriculum Overview by Year Group



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Moving a Robot	Introduction to Animation
Year 2	IT Around Us	Digital Photography	Making Music	Pictograms	Robot Algorithms	An Introduction to Quizzes
Year 3	Connecting Computers	Animation	Desktop Publishing	Branching Databases	Sequence in Music	Events and Actions
Year 4	The Internet	Audio Editing	Photo Editing	Data Logging	Repetition in Shapes	Repetition in Games
Year 5	Sharing Information	Vector Drawing	Video Editing	Flat-File Databases	Selection in Physical Computing	Selection in Quizzes
Year 6	Communication	3D Modelling	Web Page Creation	Spreadsheets	Variables in Games	Sensing