

Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year N	Used to enhance the curriculum where and when appropriate					
Year R	Used to enhance the curriculum where and when appropriate. For example, researching in groups with an adult, developing awareness of how to answer questions using the internet, internet safety day, using iPad to take photographs, playing with technological equipment in the role play area such as phones, microwaves etc., links to PSED and conversations about screen time					
Year 1	Computing systems and networks – Technology around us	Programming A – Moving a robot	Creating media – Digital painting	Creating media – Digital writing	Data and information – Grouping data	Programming B - Programming animations
Year 2	Computing systems and networks – IT around us	Creating media - PowerPoint (skills)- Healthy eating	Data and information – Pictograms- plants	Programming - Robot algorithms	Creating media - Digital photography	Programming B - An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Touch typing (life skill)	Programming A – Sequence in music	Creating media – Stop-frame animation Link to volcanic eruption	Data and information - Branching Data bases	Programming B - Events and actions- making a maze
Year 4	Computing systems and networks – The internet	Creating media - guide to Ancient Greece (Microsoft Word-skills)	Programming A – Repetition in shapes	Creating Media - Audio editing- podcast linked to deforestation and how to save the rainforest.	Data and information - Data logging- link to sound and collecting data based on this.	Programming B - Repetition in games
Year 5	Computing systems and networks - Sharing information	Creating Media - non linear PowerPoint link to International Study – Scandinavia PowerPoint (skills)	Programming A : Selection in physical computing	Data and information - file file databases	Creating media - Vector drawing	Programming B Selection in quizzes
Year 6	Computing systems and networks - communication	Data and information - Introduction to Spreadsheets (skills)	Method Maths SATS prep		Programming A – Variables in games (taught as a block of day post SATS)	Creating Media - 3D modelling DT buggy Model