

Curriculum Overview

| Computing | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|------------------|---|---|---|--|---|--|
| Year 1 | Computer Systems- Technology All Around Us | Programming A - Moving A Robot | Creative Media - Digital Painting | Creative Media - Digital Writing | Data Handling - Grouping Data | Programming B - Introduction to Animation |
| Year 2 | Computer Systems - Technology All Around Us | Programming A - Robot Algorithms | Data Handling - Pictograms | Creative Media - Digital Music | Programming B - Introduction to Quizzes | Creative Media - Digital Photography/ Digital Writing |
| Year 3 | Creative Media - Photo Editing | Creative Media - Digital Animation | Programming A - Sequence in Sound | Programming B - Events & Actions | Creative Media - Desktop publishing A | Data Handling - Branching Database |
| Year 4 | Computer Systems - Connecting Networks | Creative Media - Desktop Publishing 2 | Computer Systems - The Internet v The WWW | Creative Media - Audio Editing | Programming A - Repetition in Shapes | Programming B - Repetition in Games |
| Year 5 | Computer Systems- Sharing Information & Understanding Data | Data Handling - Flat File Database | Programming A - Selection in Physical Computing | Programming B - Selection in Quizzes | Creative Media - Vector Drawings & Graphics | Creative Media - Video Editing |
| Year 6 | Data Handling - Spreadsheets | Programming A - Variabls in Games | Programming B - Sensing | Creative Media - Website Creation | Creative Media - 3D Modelling | Computer Systems - Communication & AI |