

## Computing curriculum overview 2023/24

	Autumn	Spring	Summer
Reception	<u>Information Technology</u> <b>Repeating Patterns</b>	<u>Information Technology</u> <b>Technology in the local area - Instructions</b>	<u>Computer Science</u> <b>Coding</b>
Year 1	<u>Computer Science / Digital Literacy</u> <b>Technology around us</b> <u>Information Technology</u> <b>Creating Media – Digital Writing</b>	<u>Computer Science</u> <b>Programming A - Moving a robot</b> <u>Information Technology</u> <b>Data – Grouping data</b>	<u>Information Technology</u> <b>Creating media – Digital painting</b> <u>Computer Science</u> <b>Programming B – Programming a robot</b>
Year 2	<u>Computer Science / Digital Literacy</u> <b>IT around us</b> <u>Computer Science</u> <b>Programming A – Moving a robot</b>	<u>Information Technology</u> <b>Creating media – Making music</b> <b>Creating media – Digital Photography</b>	<u>Information Technology</u> <b>Data – Pictograms</b> <b>Programming B – Quizzes</b>
Year 3	<u>Computer Science / Digital Literacy</u> <b>Connecting Computers</b> <u>Computer Science</u> <b>Programming A – Sequence in music</b>	<u>Information Technology</u> <b>Data and Information -Branching databases</b> <b>Creating media – Animation</b>	<u>Information Technology</u> <b>Creating media – Desktop publishing</b> <u>Computer Science</u> <b>Programming B – Events and actions</b>
Year 4	<u>Computer Science / Digital Literacy</u> <b>Computer systems and Networks – Including the Internet</b> <u>Computer Science</u> <b>Programming A – Repetition in shapes</b>	<u>Information Technology</u> <b>Creating Media – Photo editing</b> <b>Data and information – Data logging</b>	<u>Information Technology</u> <b>Creating media - Audio editing</b> <u>Computer Science</u> <b>Programming B – repetition in games</b>
Year 5	<u>Computer Science / Digital Literacy</u> <b>Computing systems and networks – Sharing information</b> <u>Information Technology</u> <b>Data – Fact files and databases</b>	<u>Computer Science</u> <b>Programming A – Selection in physical computing</b> <u>Information Technology</u> <b>Creating media – Vector drawing</b>	<u>Information Technology</u> <b>Creating media – Video editing</b> <u>Computer Science</u> <b>Programming B – Selection in quizzes</b>
Year 6	<u>Computer Science / Digital Literacy</u> <b>Computing systems and networks – Communication</b> <u>Computer Science</u>	<u>Information Technology</u> <b>Creative design – 3D modelling</b> <b>Creating media – Web page design</b>	<u>Information Technology</u> <b>Data – Spreadsheets</b> <u>Computer Science</u> <b>Programming – Variables</b>

	Programming –Sensing		
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