

# Computing Curriculum Overview

- Computer Science (Programming & Coding)
- Information Technology (Creating & Using Media/Data)
- Digital Literacy / Systems & Networks
- Creative Computing / Design (e.g. 3D Modelling)

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Reception</b>	● Repeating Patterns	● Repeating Patterns	● Technology in the Local Area	● Instructions	● Coding	● Coding
<b>Year 1</b>	● Technology Around Us	● Technology Around Us	● Digital Writing	● Moving a Robot	● Grouping Data	● Programming Animations
<b>Year 2</b>	● IT Around Us	● Sequencing Commands	● Digital Photography	● Making Music	● Pictograms	● Programming Quizzes
<b>Year 3</b>	● Connecting Computers	● Physical Programming (Lego Spike)	● Branching Databases	● Animation	● Desktop Publishing	● Events and Actions
<b>Year 4</b>	● Computer Systems & Networks	● Audio Editing	● Repetition (Crumble)	● Data Logging	● Photo Editing	● Repetition in Games
<b>Year 5</b>	● Systems & Networks (Sharing Info)	● Video Editing	● Selection (Microbits)	● Vector Drawing	● Databases	● Selection in Quizzes
<b>Year 6</b>	● Sensors (Physical Computing)	● Web Page Design	● 3D Modelling	● Networks (Communication)	● Spreadsheets	● Variables