



# Computing Curriculum Overview

|               | Term 1  | Term 2   | Term 3  |
|---------------|---|--|---|
| <b>EYFS</b>   | <b>Personal, Social and Emotional Development</b>   | <b>Physical Development</b>  | <b>Expressive Arts and Design</b>   |
|               | Show resilience and perseverance in the face of a challenge.<br>Know and talk about the different factors that support their overall health and wellbeing:<br>- sensible amounts of 'screen time'.<br>ELG - Managing Self<br>-Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.<br>-Explain the reasons for rules, know right from wrong and try to behave accordingly. | Develop their small motor skills so that they can use a range of tools competently, safely and confidently.  | Explore, use and refine a variety of artistic effects to express their ideas and feelings.<br>ELG - Creating with Materials<br>-Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. |
| <b>Year 1</b> | <ol style="list-style-type: none"> <li><b>Computing systems and networks - Technology around us</b><br/>Computing Systems, Algorithms</li> <li><b>Creating media - Digital painting</b><br/>Effective Use of Tools, Creating Media</li> </ol>   | <ol style="list-style-type: none"> <li><b>Programming A - Moving a robot</b><br/>Algorithms, Programming</li> <li><b>Data and information - Grouping data</b><br/>Data and Information, Algorithms</li> </ol>  | <ol style="list-style-type: none"> <li><b>Creating media - Digital writing</b><br/>Effective Use of Tools, Creating Media</li> <li><b>Programming B - Programming animations</b><br/>Programming, Design and Development</li> </ol>                                 |
| <b>Year 2</b> | <ol style="list-style-type: none"> <li><b>Computing systems and networks - IT around us</b><br/>Networks, Computing Systems</li> <li><b>Creating media - Digital photography</b><br/>Effective Use of Tools, Creating Media</li> </ol>  | <ol style="list-style-type: none"> <li><b>Programming A - Robot algorithms</b><br/>Algorithms, Programming</li> <li><b>Data and information - Pictograms</b><br/>Data and Information, Effective Use of Tools</li> </ol>                                 | <ol style="list-style-type: none"> <li><b>Creating media - Digital music</b><br/>Creating Media, Design and Development</li> <li><b>Programming B - Programming quizzes</b><br/>Programming, Design and Development</li> </ol>                                      |
| <b>Year 3</b> | <ol style="list-style-type: none"> <li><b>Computing systems and networks - Connecting computers</b><br/>Networks, Computing Systems</li> <li><b>Creating media - Stop-frame animation</b><br/>Effective Use of Tools, Creating Media</li> </ol>   | <ol style="list-style-type: none"> <li><b>Programming A - Sequencing sounds</b><br/>Programming, Data and Development</li> <li><b>Data and information - Branching databases</b><br/>Data and Information, Effective Use of Tools</li> </ol>             | <ol style="list-style-type: none"> <li><b>Creating media - Desktop publishing</b><br/>Creating Media, Effective Use of Tools</li> <li><b>Programming B - Events and actions in programs</b><br/>Programming, Design and Development</li> </ol>                      |
| <b>Year 4</b> | <ol style="list-style-type: none"> <li><b>Computing systems and networks - The Internet</b><br/>Networks, Safety and Security</li> <li><b>Creating media - Audio production</b><br/>Effective Use of Tools, Creating Media</li> </ol>   | <ol style="list-style-type: none"> <li><b>Programming A - Repetition in shapes</b><br/>Algorithms, Programming</li> <li><b>Data and information - Data logging</b><br/>Computing Systems, Data and Information</li> </ol>                                | <ol style="list-style-type: none"> <li><b>Creating media - Photo editing</b><br/>Effective Use of Tools, Creating Media</li> <li><b>Programming B - Repetition in games</b><br/>Programming, Design and Development</li> </ol>                                      |
| <b>Year 5</b> | <ol style="list-style-type: none"> <li><b>Computing systems and networks - Systems and searching</b><br/>Networks, Effective Use of Tools</li> <li><b>Creating media - Video production</b><br/>Creating Media, Design and Development</li> </ol>   | <ol style="list-style-type: none"> <li><b>Programming A - Selection in physical computing</b><br/>Programming, Computing Systems</li> <li><b>Data and information - Flat-file databases</b><br/>Data and Information, Effective Use of Tools</li> </ol>  | <ol style="list-style-type: none"> <li><b>Creating media - Introduction to vector graphics</b><br/>Effective Use of Tools, Creating Media</li> <li><b>Programming B - Selection in quizzes</b><br/>Algorithms, Programming</li> </ol>                               |
| <b>Year 6</b> | <ol style="list-style-type: none"> <li><b>Computing systems and networks - Communication and collaboration</b><br/>Networks, Effective Use of Tools</li> <li><b>Creating media - Web page creation</b><br/>Creating Media, Design and Development</li> </ol>  | <ol style="list-style-type: none"> <li><b>Programming A - Variables in games</b><br/>Programming, Design and Development</li> <li><b>Data and information - Introduction to Spreadsheets</b><br/>Effective Use of Tools, Data and Information</li> </ol> | <ol style="list-style-type: none"> <li><b>Creating media - 3D Modelling</b><br/>Effective Use of Tools, Creating Media</li> <li><b>Programming B - Sensing movement</b><br/>Programming, Computing Systems</li> </ol>   |