Computing Curriculum Overview 2023/24

	Year 1	Year 2	Year 3/4	Year 5/6
Autumn 1	Computing systems and networks **Technology around us** Recognise common uses of information technology beyond school.	Computing systems and networks **IT around us** Recognise common uses of information technology beyond school.	Computing systems and networks **The Internet** Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Computing systems and networks **Communication** Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration
Autumn 2	Creating media **Digital painting** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	Creating media **Digital photography** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	Creating media **Audio production** Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information	Creating media **Web page creation** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
Spring 1	Programming A **Moving a robot** Understand what algorithms are; how they are	Programming A **Robot algorithms** Understand what algorithms are; howthey	Programming A **Repetition in shapes** Design, write and debug programs that accomplish specific goals,	Programming A **Variables in games** Use sequence, Selection, and repetition in programs; workwith

	implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	variables and various forms of input and output
Spring 2	<u>Data and information</u> **Grouping data** Use technology purposefully to create, organize, store, manipulate and retrieve digital content	<u>Data and information</u> **Pictograms** Use technology purposefully to create,organize, store, manipulate and retrieve digital content	<u>Data and information</u> **Data logging** Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information	<u>Data and information</u> **Spreadsheets** Select, use and combine a variety of software (including internet services) on a range ofdigital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data andinformation
Summer 1	<u>Creating media</u> **Digital writing** Use technology purposefully to create,organize, store, manipulate, and retrieve digital content	<u>Creating media</u> **Digital music** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	<u>Creating media</u> **Photo editing** Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given	<u>Creating media</u> **3D Modelling** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting,

			goals, including collecting, analysing, evaluating, and presenting data and information	analysing, evaluating and presenting data and information
Summer 2	Programming B **Introduction to animation** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Programming B **An introduction to quizzes** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Programming B **Repetition in games** Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Programming B **Sensing** Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts