




Computing Curriculum Overview

EYFS topics	Technology in Our World	Making and Capturing Media	Instructions Through Play (Pre-Programming)	Cause and Effect Toys	Sorting & Grouping	Being safe with technology
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	Autumn term 1	Autumn term 2	Spring term 1	Spring term 2	Summer term 1	Summer term 2
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	IT Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop Frame Animations	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs
Year 4	The internet	Audio Production	Repetition in shapes	Data Logging	Photo Editing	Repetition in games
Year 5	Systems and Searching	Video Production	Selection in Physical computing	Flat File Databases	Introduction to Vector Graphics	Selection in Quizzes
Year 6	Communication and Collaboration	Web Page Creation	Variables in Games	Introduction to Spreadsheets	3D modelling	Sensing Movement

Strands	Colour coding
Computing systems and Networks	
Programming	
Data and Information	
Creating Media	
Safety and Security	

 *Effective Use of Tools, Impact of Technology and Safety and Security will be interweaved throughout each unit, with one dedicated eSafety lesson every half term.