Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Reception	See EYFS section for details of the curriculum					
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming
Year 2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs
Year 4	The internet	Audio Production	Repetition of 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	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement