



Computing - Curriculum Overview



	Year 1 / 2 Year A	Year 1 / 2 Year B	Year 3 / 4 Year A	Year 3 / 4 Year B	Year 5 / 6 Year A	Year 5 / 6 Year B
Autumn 1	Computing Systems and Networks: Technology around us	Computing systems and networks: IT around us	Computing systems and networks - The Internet	Computing systems and networks - Connecting computers	Computing systems and networks- Systems and searching	Creating Media- Web page creation
Autumn 2	Creating media: Digital painting	Creating media: Digital photography	Creating media - Audio production	Creating media - Stop-frame animation		
Spring 1		Programming A: Robot algorithms	Programming A - Repetition in shapes	Programming A - Sequencing Sounds	Creating media- Video production	Programming A- Variables in games
Spring 2	Creating media: Digital writing	Data and information: Pictograms	Data and information - Data logging	Data and information - Branching databases		
Summer 1	Data and information: Grouping data	Creating media - Digital music	Creating media - Photo editing	Creating media - Desktop publishing	Programming B- Selection in quizzes using Scratch	Data and information- introduction to spreadsheets

Summer 2	Programming A: Moving a robot Programming B: Introduction to animation	Programming B: An introduction to quizzes	Programming B - Repetition in games	Programming B - Events and actions in programs		
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Computing

	Key Stage 1	Key Stage 2
	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
	Create and debug simple programs	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
	Use logical reasoning to predict the behaviour of simple programs	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	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
	Recognise common uses of information technology beyond school	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	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



Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.