



Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Nursery							
Reception							
Year 1	Technology Around Us	Digital Painting	Moving a robot	Grouping data	Digital Writing	Programming animations	
Year 2	Information technology 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 programming	
Year 4	The Internet	Audio Production	Repetition in shapes	Data Logging	Photo editing	Repetition in games	
Year 5	Systems and searching	Video production	Selection and physical computing	Flat-file databases	Vector graphics	Selection in quizzes	
Year 6	Communication and Collaboration	Webpage creation	Variables in Games	Introduction to spreadsheets	3D modelling	Sensing Movement	Using the micro-bit for primary to secondary to primary transition

