

Computing Curriculum Overview

	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Computing Algorithms Using programmable toys	Computing Algorithms <i>Using video cameras</i>	Information Technology Internet safety Finding images on the web	Information Technology Computer software programmes <i>Creating illustrations</i>	Information technology Computer software programmes Creating a talking book	Information Technology Computer software programmes <i>Creating a digital</i> greeting card
Year 2	Computing Algorithms Creating computer games	Information Technology Internet Safety Researching topics	Information Technology Using digital content Taking photographs	Information Technology Internet use Sending and receiving emails	Computing Algorithms and programming Programming a sprite	Information Technology Computer software programmes Collecting and presenting data
Year 3	Computing Algorithms and programming Programming animations	Computing Debugging Fixing computer bug problems	Information Technology Using digital content Creating videos	Information Technology Internet use and using digital content Creating Vlogs	Information Technology Internet use and safety Using email and video conferences safely	Information Technology Internet use and safety Using opinion polls
Year 4	Computing Algorithms, programming, debugging, Creating software	Computing Algorithms, programming, debugging, <i>Creating software using a</i> <i>variety of programmes -</i> <i>scratch</i>	Computing Algorithms, programming, debugging, Creating software using a variety of programmes – audacity	Information Technology Internet use and safety Using HTLMs	Information Technology Communicating through IT Proof reading and feedback, Wikis	Information Technology Using digital programmes Using spread sheets
Year 5	Information technology	Information technology	Computer Science	Information Technology	Information Technology	Computer Science
	Computing systems and networks – Sharing Information	Creating Media – Video Production	Programming A — Selection in Physical Computing	Data and Information – Flat-file Databases	Creating Media – Introduction to Vector Graphics	Programming B – Selection in Quizzes
	Empathy	Hones	ty	Respect	Res	sponsibility



Y	ear 6	Computing Algorithms, debugging logical reasoning <i>Creating</i> computer programmes	Computing Algorithms, debugging logical reasoning Thinking computationally	Use digital content	•••	Information Technology Internet use and safety Using the internet to advertise	Computing Use digital content Using a range of networks

Empathy	Honesty	Respect	Responsibility