

Computing Curriculum

| Curriculum Year Group | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| Class 1YN and YRCycle Blue  | Computing systems- Making technology (junk modelling) | Programming- Unplugged algorithms  | Computing systems- Using a keyboard |
| Cycle Orange  |  |  |  |
| Class 2Y1 and Y2Cycle Blue  | Computing systems and networks- Tech around us | Creating media- Digital paintingOnline safety- Internet safety | Creating media- Digital writing  | Data information- Grouping dataOnline safety- Cyberbullying | Programming- Moving a robot | Programming- Robot algorithms |
| Cycle Orange  | Computing systems and networks- IT around us | Creating media- Digital photographyOnline safety- Relationships communication | Creating media- Making music | Data and information- PictogramsOnline safety- Digital footprint reputation | Programming- Intro to quizzes  | Programming- Intro to animation |
| Class 3Y3 and Y4Cycle Blue  | Computing systems and networks- Connecting computers | Creating media- AnimationOnline safety- Information literacy | Data and information- Branching databases | Creating media- Desktop publishingOnline safety- Cyberbullying | Programming- Sequence in music | Programming- Events and actions  |
| Cycle Orange  | Computing systems and networks- The internet  | Creating media- Audio editing Online safety- Privacy security | Creating media- Photo editing | Data and information- Data loggingOnline safety- Digital footprint reputation  | Programming- Repetition in shapes | Programming- Repetition in games |
| Class 4Y5 and Y6Cycle Blue  | Computing systems and networks- Sharing information | Creating media- Vector drawingOnline safety- Self-image identity | Creating media- Video editing | Data and information- Flat-file databasesOnline safety- Cyberbullying | Programming- Selection in physical computing | Programming- Selection in quizzesOnline safety- Information literacy |
| Cycle Orange  | Computing systems and networks- Communication | Creating media- 3D modellingOnline safety- Creative credit copyright | Creating media- Web page creation | Data and information- SpreadsheetsOnline safety- Internet and social media safety | Programming- Variables in games | Programming- SensingOnline safety- Digital footprint reputation |