

## Computing - Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	<b>Technology around us</b> Learning about everyday technology and begin using Chromebooks independently	<b>Digital Painting</b> Using digital tools to create artwork and explore different ways of drawing and painting on a screen.	<b>Moving a Robot</b> Introducing algorithms by programming robots to follow simple instructions.	<b>Grouping Data</b> Sorting and organising objects into groups and learning how data can be represented.	<b>Digital Writing</b> Developing keyboard skills and creating simple pieces of digital writing.	<b>Programming Animations</b> Creating simple animations using ScratchJr and understanding how instructions control outcomes.
Year 2	<b>Information Tech Around Us</b> Exploring how technology is used in school, at home and in the wider world.	<b>Digital Photography</b> Taking, editing and improving photographs using digital devices.	<b>Robot Algorithms</b> Developing programming skills by creating and testing sequences of instructions.	<b>Pictograms</b> Collecting and presenting data using digital pictograms and charts.	<b>Digital Music</b> Creating and editing music using digital software and exploring patterns in sound.	<b>Programming Quizzes</b> Designing and creating interactive quizzes using ScratchJr.
Year 3	<b>Connecting Computers</b> Learning how computers and devices connect to form networks.	<b>Stop-Frame Animation</b> Creating animations by combining a sequence of images.	<b>Sequencing Sounds</b> Using programming software to create and organise digital sounds and music.	<b>Branching Databases</b> Using questions and data to sort and classify information.	<b>Desktop Publishing</b> Combining text and images to create professional-looking documents.	<b>Events and Actions in Programs</b> Creating Scratch projects that respond to events and user actions.
Year 4	<b>The Internet</b> Exploring how the internet works and how information is shared online.	<b>Repetition in Shapes</b> Using loops to create repeated patterns and shapes through programming.	<b>Audio Production</b> Planning, recording and editing podcasts using digital audio software.		<b>Photo Editing</b> Manipulating digital images and exploring how photographs can be changed.	<b>Repetition in Games</b> Using loops and repetition to create interactive games in Scratch.
Year 5	<b>Systems and Searching</b> Learning how search engines work and how to search effectively online.	<b>Creating media – 3D models</b> Learning how to plan, develop and evaluate 3D models.	<b>Selection in Physical Computing</b> Using physical computing devices and programming them to respond to inputs	<b>Flat-File Databases</b> Organising, sorting and analysing information using databases.	<b>Vector Graphics</b> Creating digital artwork using shapes, layers and design tools.	<b>Selection in Quizzes</b> Creating interactive quizzes using selection and decision-making in programs.
Year 6	<b>Communication and Collaboration</b> Exploring how information is shared online and how people work together digitally.	<b>Webpage Creation</b> Designing and creating webpages for a specific audience and purpose.	<b>Introduction to Spreadsheets</b> Using spreadsheets to organise, calculate and present data.	<b>Video Production</b> Planning, filming and editing videos using a range of techniques.	<b>Video Production</b> Developing video projects through editing, evaluation and refinement.	<b>Sensing Movement</b> Using Micro:bits to create programs that respond to movement and other inputs.