

Whole School Computing Overview Christ Church CE Primary School



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<u>Computing systems and networks – Technology around us</u>	<u>Computing systems and networks – IT around us</u>	<u>Computing systems and networks – Connecting computers</u>	<u>Computing systems and networks – The Internet</u>	<u>Computing systems and networks - Systems and searching</u>	<u>Computing systems and networks - Communication and collaboration</u>
Autumn 2	<u>Creating media – Digital painting</u>	<u>Creating media – Digital photography</u>	<u>Creating media - Stop-frame animation</u>	<u>Creating media - Audio production</u>	<u>Creating media - Video production</u>	<u>Creating media – Web page creation</u>
Spring 1	<u>Programming A – Moving a robot</u>	<u>Programming A – Robot algorithms</u>	<u>Programming A - Sequencing sounds</u>	<u>Programming A – Repetition in shapes</u>	<u>Programming A – Selection in physical computing</u>	<u>Programming A – Variables in games</u>
Spring 2	<u>Data and information – Grouping data</u>	<u>Data and information – Pictograms</u>	<u>Data and information – Branching databases</u>	<u>Data and information – Data logging</u>	<u>Data and information – Flat-file databases</u>	<u>Data and information – Spreadsheets</u>
Summer 1	<u>Creating media – Digital writing</u>	<u>Creating media - Digital music</u>	<u>Creating media – Desktop publishing</u>	<u>Creating media – Photo editing</u>	<u>Creating media – Introduction to vector graphics</u>	<u>Creating media – 3D Modelling</u>
Summer 2	<u>Programming B - Programming animations</u>	<u>Programming B - Programming quizzes</u>	<u>Programming B - Events and actions in programs</u>	<u>Programming B – Repetition in games</u>	<u>Programming B – Selection in quizzes</u>	<u>Programming B - Sensing movement</u>