

Computing Curriculum Overview by Year Group



	Autumn	Spring	Summer
Year 1	<p>Toys</p> <p>Computing Systems and networks – Technology around us Creating media – Digital painting</p>	<p>People Who Help Us</p> <p>Programming A – Moving a robot Data and Information – Grouping data</p>	<p>In the Park</p> <p>Creating media – Digital painting Programming B – Introduction to animation</p>
Year 2	<p>Voyages</p> <p>Computing Systems and networks – IT around us Creating media – Digital photography</p>	<p>Dirty Beasts</p> <p>Programming A – Robot algorithms Data and Information – Pictograms</p>	<p>The Seaside</p> <p>Creating media – Making music Programming B – An introduction to quizzes</p>
Year 3	<p>The Stone Age / Darlington- Local Study</p> <p>Computing Systems and networks – Connecting computers Creating media – Animation</p>	<p>The Rainforest</p> <p>Programming A – Sequence in music Data and Information – Branching databases</p>	<p>Ancient Egypt</p> <p>Creating media – Desktop publishing Programming B – Events and actions</p>
Year 4	<p>Ancient Greece</p> <p>Computing Systems and networks – The Internet Creating media – Audio editing</p>	<p>Spain</p> <p>Programming A – Repetition in shapes Data and Information – Data logging</p>	<p>The Roman Empire</p> <p>Creating media – Photo editing Programming B – Repetition in games</p>
Year 5	<p>Invaders & Settlers</p> <p>Computing Systems and networks – Sharing information Creating media – Video editing</p>	<p>The Tudors</p> <p>Programming A – Selection in physical computing Data and Information – Flat-file databases</p>	<p>Rivers</p> <p>Creating media – Vector drawing Programming B – Selection in quizzes</p>
Year 6	<p>Britain at War</p> <p>Computing Systems and networks – Communication Creating media – Web page creation</p>	<p>Brazil</p> <p>Programming A – Variables in games Data and Information – Spreadsheets</p>	<p>Across the Atlantic</p> <p>Creating media – 3D Modelling Programming B – Sensing</p>