

# Computing Overview

Each year group completes six different units Computing Systems and Networks, Creating Media, Programming A, Data and Information, Creating Media and Programming B. These can be taught in any order with the exception of the unit Computing Systems and Networks which is always taught first, and the Programming A unit is also taught before the Programming B unit. Units may also be adapted to suit the learner's needs.

Key Stage 1		
*Networks are not part of the key stage 1 national curriculum for computing, but the title is used as a strand across primary.		
	Year	Topic / Unit - *Computing systems and networks/ Creating media
Autumn 1	1	Technology around us (1.1)
Autumn 2	1	Digital painting (1.2)
Autumn 1	2	Information technology around us (2.1)
Autumn 2	2	Digital photography (2.2)
	Year	Topic / Unit - Programming A/ Data and information
Spring 1	1	Moving a robot (1.3)
Spring 2	1	Robot algorithms (2.3)
Spring 1	2	Grouping data (1.4)
Spring 2	2	Pictograms (2.4)
	Year	Topic / Unit - Creating media/ Programming B
Summer 1	1	Digital writing (1.5)
Summer 2	1	Digital music (2.5)
Summer 1	2	Programming animations (1.6)
Summer 2	2	Programming quizzes (2.6)

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Lower KS2		
	Year	Topic - Computing systems and networks/ Creating Media
Autumn 1	3	Connecting computers (3.1)
Autumn 2	3	Stop-frame animation (3.2)
Autumn 1	4	The internet (4.1)
Autumn 2	4	Audio production (4.2)
	Year	Topic - Programming A / Data and information
Spring 1	3	Sequencing sounds (3.3)
Spring 2	3	Branching databases (3.4)
Spring 1	4	Repetition in shapes (4.3)
Spring 2	4	Data logging (4.4)
	Year	Topic - Creating Media / Programming B
Summer 1	3	Desktop publishing (3.5)
Summer 2	3	Events and actions in programs (3.6)
Summer 1	4	Photo editing (4.5)
Summer 2	4	Repetition in games (4.6)

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Upper KS2		
	Year	Topic - Computing systems and networks/ Creating Media
Autumn 1	5	Systems and searching (5.1)
Autumn 2	5	Video production (5.2)
Autumn 1	6	Communication and collaboration (6.1)
Autumn 2	6	Webpage creation (6.2)
	Year	Topic - Programming A / Data and information
Spring 1	5	Selection in physical computing (5.3)
Spring 2	5	Flat-file databases (5.4)
Spring 1	6	Variables in games (6.3)
Spring 2	6	Introduction to spreadsheets (6.4)
	Year	Topic - Creating Media / Programming B
Summer 1	5	Introduction to vector graphics (5.5)
Summer 2	5	Selection in quizzes (5.6)
Summer 1	6	3D modelling (6.5)
Summer 2	6	Sensing movement (6.6)