

Computing Topic Overview

	Autumn	Spring	Summer
Nursery	Explain how things work e.g. wind-up toys Follow simple instructions		
Reception	Use digital photography and maps Follow 2 part instructions		
Y1	Computing systems and networks – Technology around us Creating media – Digital painting	Creating media – Digital writing Data and information – Grouping data	Programming A – Moving a robot Programming B – Introduction to animation
Y2	Computing systems and networks – IT around us Creating media – Digital photography	Creating media – Making music Data and information – Pictograms	Programming A – Robot algorithms Programming B – An introduction to quizzes
Y3	Computing systems and networks – Connecting computers Creating media – Animation	Creating media – Desktop publishing (ebook) Data and information – Bar charts and pie charts (J2E)	Programming A – Sequence in music Programming B – WeDo (inputs,outputs and events)
Y4	Computing systems and networks – The Internet Creating media – Website creation	Creating media – Audio editing (podcast) Data and information – Numerical data (spreadsheets – google sheets)	Programming A – Repetition in shapes Programming B – Repetition in games
Y5	Computing systems and networks – Sharing information Creating media – Video editing	Creating media – Vectors Data and information – Displaying data graphically (spreadsheets – google sheets)	Programming A – Microbits or Lego Robotics Selection in physical computing Programming B – Selection in quizzes
Y6	Computing systems and networks – Communication Creating media – 3D Modelling (tinkercad)	Creating media – Photo editing (pixlr) Data and information – Collecting and analysing data through google forms and google sheets	Programming A – Variables in games Programming B – Lego Robotics