

Computing Topic Overview

EYFS Using digital photography Following 2 part instructions (algorithms)
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	Autumn	Spring	Summer
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 Data and information – Branching databases	Programming A – Sequence in music Programming B – Events and actions
Y4	Computing systems and networks – The Internet Creating media – Audio editing	Creating media – Photo editing Data and information – Data logging	Programming A – Repetition in shapes Programming B – Repetition in games
Y5	Computing systems and networks – Sharing information Creating media – Vector drawing	Creating media – Video editing Data and information – Flat-file databases	Programming A – Selection in physical computing Programming B – Selection in quizzes
Y6	Computing systems and networks – Communication Creating media – 3D Modelling	Creating media – Web page creation Data and information – Spreadsheets	Programming A – Variables in games Programming B – Sensing