

Computing Curriculum

| Curriculum Year Group | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| Class 1  YN and YR  Cycle Blue | Computing systems- Making technology (junk modelling) | | Programming- Unplugged algorithms | | Computing systems- Using a keyboard | |
| Cycle Orange |  | |  | |  | |
| Class 2  Y1 and Y2  Cycle Blue | Computing systems and networks- Tech around us | Creating media- Digital painting  Online safety- Internet safety | Creating media- Digital writing | Data information- Grouping data  Online safety- Cyberbullying | Programming- Moving a robot | Programming- Robot algorithms |
| Cycle Orange | Computing systems and networks- IT around us | Creating media- Digital photography  Online safety- Relationships communication | Creating media- Making music | Data and information- Pictograms  Online safety- Digital footprint reputation | Programming- Intro to quizzes | Programming- Intro to animation |
| Class 3  Y3 and Y4  Cycle Blue | Computing systems and networks- Connecting computers | Creating media- Animation  Online safety- Information literacy | Data and information- Branching databases | Creating media- Desktop publishing  Online safety- Cyberbullying | Programming- Sequence in music | Programming- Events and actions |
| Cycle Orange | Computing systems and networks- The internet | Creating media- Audio editing  Online safety- Privacy security | Creating media- Photo editing | Data and information- Data logging  Online safety- Digital footprint reputation | Programming- Repetition in shapes | Programming- Repetition in games |
| Class 4  Y5 and Y6  Cycle Blue | Computing systems and networks- Sharing information | Creating media- Vector drawing  Online safety- Self-image identity | Creating media- Video editing | Data and information- Flat-file databases  Online safety- Cyberbullying | Programming- Selection in physical computing | Programming- Selection in quizzes  Online safety- Information literacy |
| Cycle Orange | Computing systems and networks- Communication | Creating media- 3D modelling  Online safety- Creative credit copyright | Creating media- Web page creation | Data and information- Spreadsheets  Online safety- Internet and social media safety | Programming- Variables in games | Programming- Sensing  Online safety- Digital footprint reputation |