Computing

Curriculum Overview:

Computer Systems and Networks   **Creating Media**   **Data and Information**   **Programming**

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Technology around us (CS)	Digital Painting (CM)	Moving a Robot (PG)	Grouping Data (DI)	Digital Writing (CM)	Programming Animations (PG)
2	Information technology around us (CS+NW)	Digital Photography (CM)	Robot Algorithms (PG)	Pictograms (DI)	Making Music (CM)	Programming Quizzes (PG)
3	Desktop Publishing (CM)	Connecting Computers (CS+NW)	Sequencing Sounds (PG)	Stop-Frame Animation (CM)	Branching Databases (DI)	Events and actions in programs (PG)
4	The Internet (CS+NW)	Audio Editing (CM)	Repetition in Shapes (PG)	Data Logging (DI)	Photo Editing (CM)	programs (PG)
5	Vector Drawing (CM)	Selection in Physical Computing (PG)	Sharing Information (CS+NW)	Video Editing (CM)	Flat-file Databases (DI)	Repetition in Games (PG)
6	Internet Communication (NW)	Webpage Creation (CM)	Variables in Games (PG)	Introduction to Spreadsheets (DI)	3D Modelling (CM)	Selection in Quizzes (PG)