



Computing Curriculum Overview

Planning: Teach Computing

Online safety planning: Kapow

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
<u>EYFS</u> Understanding the world	<p>In EYFS pupils are taught Computing through the strand Understanding the World, through which they will understand the following:</p> <ul style="list-style-type: none">• Computer Systems and Networks: How to use a computer, mouse and keyboard. Understanding how a tablet is different to a computer.• Creating Media: listen to digital audio, take photographs, videos and audio using a digital device.• Data and information: group objects by type, discuss data and information and understand categories using labels and create tally charts.• Programming: programme a floor robot to follow a set of simple instructions.					



Year 1	Computer Systems and Networks: Information Technology Around Us	Creating Media: Digital Painting	Programming: Floor Robots	Data and information: Grouping Data	Creating Media: Digital Writing	Programming: Programming Animations
Year 2	Computer Systems and Networks: Information Technology Around Us	Creating Media: Making music	Creating media: Digital photography	Programming: Robot algorithms	Data and information: Pictograms	Programming: Introduction to quizzes
Year 3	Computer Systems and Networks: Connecting computers	Programming: Sequencing music	Creating Media: Desktop publishing	Data and information: Branching data bases	Creating media: Stop frame animation	Programming: Events and actions



Year 4	Computing Systems and Networks: The internet	Computing Systems and Networks: The internet	Programming: Repetition in games	Programming: Repetition in games	Creating media: Audio editing	Creating media: Audio editing
Year 5	Computer Systems and Networks: Sharing information	Programming: Selection in quizzes	Creating media: Vector drawing	Creating media: Video editing	Programming: Selection in physical computing	Data and information: Data logging



Year 6

**Computer
Systems and
Networks:**
Communication

Creating media:
3d modelling

Programming:
Sensing

Creating media:
Web page
creation

**Data and
information:**
Introduction to
spread sheets

Programming:
Variables in
games