



Whole School Subject Overview

Computing



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	As an overview of the year - recognising technology in their homes and school and using this safely, creating with simple programs and following instructions, using devices for recording , recording for art and photos, enhance learning in all 7 areas of learning . All very play based					
Year 1	Computing systems and networks - Technology around us	Creating Media - Digital painting	Programming A - Moving a robot	Data and information - Grouping data	Creating media - digital media	Programming B - Programming animations
Year 2	Computing systems and networks - IT around us	Creating Media - Digital photography	Programming A - Robot algorithms	Data and information - Pictograms	Creating Media - Digital music	Programming B - Programming quizzes
Year 3	Computing systems and networks	creating media - stop frame animation	Programming A - Sequencing sounds	Data and information - branching databases	Creating Media - Desktop publishing	Programming B - Events and actions in programs
Year 4	Computing systems and networks - The internet	Creating Media - audio production	Programming A - Repetition in shapes	Data and information - Data logging	Creating media - photo editing	Programming B - Repetition in games
Year 5	Computing systems and networks - systems and searching	Creating media - Video production	Programming A - Selection in physical computing	Data and information - Flat-file databases	Creating media - introduction to vector graphics	Programming B - Selection in quizzes
Year 6	Computing Systems and networks - communication and collaboration	Creating media - web page creation	Programming A - Variables in games	Data and information - introduction to spreadsheets	Programming B - Sensing Movement	Creating media - 3D modelling