



Dream Big, Aim High
& Make a Difference

Computing Curriculum Overview 24-25

Subject	Autumn		Spring		Summer	
Year R	Computing skills covered in continuous provision linked to weekly topics. (Code-it Guided Play).					
Year 1	Computing systems and networks – Technology around us.	Programming A – Moving a robot	Creating media – Digital painting	Data and Information – grouping data	Creating media – Digital writing	Programming B – Programming animations
Year 2	Computing systems and networks – IT around us	Programming A – Moving a Robot	Creating media - Digital photography	Data and information - Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Year 3	Computing systems and networks – Connecting computers	Programming A – Sequencing sounds	Creating media – Stop frame animation	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing systems and networks - The Internet	Programming A – Sequencing sounds	Creating media - Audio production	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Systems and searching	Programming A- Selection in Physical computing	Creating media – Video production	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.	Programming A – Variables in a game	Creating media – Web page creation	Data and information – Introduction to spreadsheets	Creating Media – 3D modelling	Programming B – Sensing movement