



Computing Curriculum – Teach Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year A KS1	Computing Systems and Networks – Technology around us	Creating Media – Digital Painting	Programming A – Moving a Robot	Data and Information – Grouping Data	Creating Media – Digital Writing	Programming B – Programming Animations
Year B KS1	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 A KS2 (Y5)	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 – Introducing Vector Graphics	Programming B – Selection in Quizzes
Year B KS2 (Y6)	Computing Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information – Spreadsheets	Creating Media – 3D Modelling	Programming B – Sensing Movement
Year C KS2 (Y3)	Computing Systems and Networks – Connecting Computers	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 D KS2 (Y4)	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

NB: Prior learning and formative assessment will assess starting points for all units to ensure learning is progressive.

Online Safety – Project Evolve

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Manging Online Information	Self-Image and Identity	Online Relationships	Online Bullying	Health, Wellbeing and Lifestyle	Online Reputation

We Care, We Grow, We Thrive