



Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Computing Systems and Networks	Stop Frame Animation	Programming A: Making Sounds	Data and Information: Branching Databases	Creating Media: Desktop Publishing Programming: Events and Actions	Programming B: Events and Actions
Online Safety - Project Evolve	Image and identity	Online relationships and reputation	Online bullying	Managing online information	Health, wellbeing and lifestyle.	Privacy and security & Copyright and ownership
Year 4	Computing Systems and networks	Repetition in shapes - Programming A - FMS Logo	Creating media- Audio production	Data logging	Photo editing	Programming B - Repetition in games (Scratch)
Online Safety - Project Evolve	Image and identity	Online relationships and reputation	Online bullying	Managing online information	Health, wellbeing and lifestyle.	Privacy and security & Copyright and ownership
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
Online Safety - Project Evolve	Image and identity	Online relationships and reputation	Online bullying	Managing online information	Health, wellbeing and lifestyle.	Privacy and security & Copyright and ownership
Year 6	Computer systems	Web page creation	Programming A – Variables in games	Programming B - Sensing movement	Data & information - Introduction to Spreadsheets	Creating media 3D Modelling
Online Safety - Project Evolve	Image and identity	Online relationships and reputation	Online bullying	Managing online information	Health, wellbeing and lifestyle.	Privacy and security & Copyright and ownership