Computing Overview

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS *Barefoot Computing*	People who help us	Awesome Autumn	Winter Warmers	Springtime	Super Space	Summer Fun
One	Computing Systems and networks – technology around us	Creating Media - Digital Painting	Programming A – Moving a Robot	Data and information, grouping data	Programming B – Programming animations	Creating Media Digital Writing
Two	Computing systems and networks	Programming a robotic algorithm	Creating Media - Digital photography	Programming B – Programming quizzes	Creating Media – Digital music	Data and information - Pictograms
Three	Computing systems and networks – Connecting computers	Programming A – Sequencing sounds	Programming B – Events and actions in programs	Creating Media – Desktop publishing	Data and information (Branching databases)	Creating media – Stop-frame animation
Four	Computing systems and networks – The Internet	Creating Media – Audio production	Programming A - Repetition in shapes	Data Logging	Programming B - Repetition in games)	Creating Media – Photo editing
Five	Data and information - Flat file databases	Creating media – Introduction to vector graphics	Computer systems and networks – Systems and searching	Programming A – Selection in physical computing	Creating media - Video production	Programming B – Selection in quizzes
Six	Programming A – Variables in games	Data and Information – Introduction to Spreadsheets	Computing systems and networks- Communication and collaboration		Creating Media – web page design	Creating Media – 3D modelling

Half termly Computing 'Theme' – ***Please use ProjectEvolve to develop 5/10min starters based around these themes before you begin your Teach Computing lesson.***

Autumn 1 – Self-Image and Identity

Autumn 2 – Online Relationships

Spring 1 – Privacy and Security with Managing Online Information

Spring 2 – Online Bullying

Summer 1 – Online Reputation

Summer 2 – Health, Well-being and Lifestyle