

## Computing Curriculum Overview

The order in which units are taught is not prescribed by the NCCE scheme, other than the 'Programming' units for each year group which build upon each other. Units are ordered based on the needs of our pupils and other topics or events happening throughout the school year, to make use of meaningful cross-curricular links where possible.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	What is Technology? (Computing Systems and Networks: Technology Around Us)	What is Technology? (Computing Systems and Networks: Technology Around Us)	Digital Mark Making (Creating Media: Digital writing).	Grouping Data (Data and Information: Grouping Data).	Physical Commands (Programming A: Moving a Robot)	Introduction to Algorithms (Programming B: Introduction to Animation)
Reception	What is Technology? (Computing Systems and Networks: Technology Around Us)	What is Technology? (Computing Systems and Networks: Technology Around Us)	Digital Mark Making (Creating Media: Digital writing).	Grouping Data (Data and Information: Grouping Data)	Physical Commands (Programming A: Moving a Robot)	Introduction to Algorithms (Programming B: Introduction to Animation)
Year 1	Computing Systems and Networks: Technology Around Us	Creating Media: Digital Painting	Creating Media: Digital Writing	Data and Information: Grouping Data	Programming A: Moving a Robot	Programming B: Introduction to Animation
Year 2	Computing Systems & Networks: IT Around Us	Programming A: Robot Algorithms	Programming B: An Introduction to Quizzes	Creating Media: Digital Photography	Data & Information: Pictograms	Creating Media: Making Music
Year 3	Computing Systems and Networks: Connecting Computers	Programming A: Sequencing Sounds	Programming B: Events and Actions	Data and Information: Branching Databases	Creating Media: Desktop Publishing	Creating Media: Animation
Year 4	Creating Media: Audio Editing	Creating Media: Photo Editing	Data and Information: Data Logging	Computing Systems and Networks: The Internet	Programming A: Repetition in Shapes	Programming B: Repetition in Games

<b>Year 5</b>	Computing Systems and Networks	Programming A: Selection in Physical Computing	Programming B: Selection in Quizzes	Creating Media: Vector Drawing	Data and Information: Databases	Creating Media: Video Editing
<b>Year 6</b>	Data and Information: Spreadsheets	Creating Media: 3D Modelling	Creating Media: Web Page Creation	Systems and Networks: Communication	Programming A: Variables in Games	Programming B: Sensing

**National Curriculum Strands:**

<b>Information Technology</b>	<b>Digital Literacy</b>	<b>Computer Science</b>
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