



Computing Coverage



We follow planning from 'Teach Computing Curriculum' by the National Centre for Computing Education.

	Autumn		Spring		Summer	
<u>Foundation</u>	Computing Systems and Networks I Spy IT		Programming A One Step at A Time	Data and Information Sorting IT	Creating Media Digital Pictures	Programming B Which Way?
<u>Year 1</u>	Computing Systems and Networks Technology All Around Us	Creating Media Digital Painting	Programming A Moving a Robot	Data and Information Grouping Data	Creating Media Digital Writing	Programming B Programming Animations
<u>Year 2</u>	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
<u>Year 3</u>	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
<u>Year 4</u>	Computing Systems and Networks The Internet	Creating Media Stop Audio Production	Programming A Repetition in Shapes	Data and Information Data Logging	Creating Media Photo Editing	Programming B Repetition in Games
<u>Year 5</u>	Computing Systems and Networks Systems and Researching	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
<u>Year 6</u>	Computing Systems and Networks Communication and Collaboration	Creating Media Web Page Creation	Programming A Variables in Games	Data and Information Introduction to Spreadsheets	Creating Media 3D Modelling	Programming B Sensing Movement

