

## Computing Curriculum Overview

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1 (Teach Computing)		Computing systems and networks – Technology around us	Computing systems and networks – IT around us	Computing systems and networks – Connecting computers	Computing systems and networks – The Internet	Computing systems and networks – Systems and searching	Computing systems and networks - Communication and collaboration
Term 1 (Project Evolve)	Health Well-Being and Lifestyle	Self-Image & Identity	Self-Image & Identity	Self-Image & Identity	Self-Image & Identity	Self-Image & Identity	<i>Taught in PSHE Term 3</i>
Term 2 (Teach Computing)		Creating media – Digital painting	Creating media – Digital photography	Creating media – Stop-frame animation	Creating media – Audio production	Creating media – Video production	Creating media – Web page creation
Term 2 (Project Evolve)	Online Relationships Self-Image & Identity	Online Bullying <i>Also taught in PSHE Term 2</i>	Online Bullying	Online Bullying <i>Also taught in PSHE Term 3</i>	Online Bullying	<i>Taught in PSHE Term 4</i>	<i>Taught in PSHE Term 2</i>
Term 3 (Teach Computing)		Programming A – Moving a robot	Programming A – Robot algorithms	Programming A - Sequencing sounds	Programming A – Repetition in shapes	Programming A – Selection in physical computing	Programming A – Variables in games
Term 3 (Project Evolve)	Online Bullying Online Reputation	Online Relationships <i>Also taught in PSHE Term 3</i>	Online Relationships	Online Relationships	Online Relationships	<i>Taught in PSHE Term 4</i>	<i>Taught in PSHE Term 3</i>
		Online Reputation	Online Reputation	Online Reputation <i>Also taught in PSHE Term 3</i>	Online Reputation		
Term 4 (Teach Computing)		Data and information – Grouping data	Data and information – Pictograms	Data and information – Branching databases	Data and information – Data logging	Data and information – Flat-file databases	Data and information - Introduction to Spreadsheets
Term 4 (Project Evolve)	Copyright & Ownerships	Managing Online Information <i>Also taught in PSHE Term 3</i>	Managing Online Information	Managing Online Information	Managing Online Information	<i>Taught in PSHE Term 4</i>	<i>Taught in PSHE Term 3</i>
Term 5 (Teach Computing)		Creating media – Digital writing	Creating media – Digital music	Creating media – Desktop publishing	Creating media – Photo editing	Creating media – Introduction to vector graphics	Creating media – 3D Modelling
Term 5 (Project Evolve)	Managing Online Information	Health Well-Being and Lifestyle	Health Well-Being and Lifestyle	Health Well-Being and Lifestyle	Health Well-Being and Lifestyle	<i>Taught in PSHE Term 4</i>	Health Well-Being and Lifestyle
Term 6 (Teach Computing)		Programming B - Programming animations	Programming B - Programming quizzes	Programming B – Events and actions in programs	Programming B – Repetition in games	Programming B – Selection in quizzes	Programming B - Sensing movement
Term 6 (Project Evolve)	Privacy & Security	Privacy & Security <i>Also taught in PSHE Term 3</i>	Privacy & Security	Privacy & Security	Privacy & Security	Privacy & Security <i>Also taught in PSHE Term 4</i>	<i>Taught in PSHE Term 3</i>
		Copyright & Ownerships	Copyright & Ownerships	Copyright & Ownerships	Copyright & Ownerships	Copyright & Ownerships	<i>Taught in PSHE Term 4</i>