

## Computing Overview (2-year rolling programme)

The national curriculum for geography aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6
<b>EYFS</b>	See EYFS overview document					
<b>Yr 1/2 A</b>	Computing systems & networks <b>Technology around us</b>	Creating media <b>Digital painting</b>	Creating media <b>Digital writing</b>	Data and information <b>Grouping</b>	Programming A <b>Moving a robot</b>	Programming B <b>Programming animations</b>
<b>Yr1/2 B</b>	Computing systems & networks <b>Information technology around us</b>	Creating media <b>Digital music</b>	Creating media <b>Digital photography</b>	Data and information <b>Pictograms</b>	Programming A <b>Robot algorithms</b>	Programming B <b>Programming quizzes</b>
<b>Yr 3/4 A</b>	Computing systems & networks <b>Connecting computers</b>	Creating media <b>Desktop publishing</b>	Creating media <b>Stop-frame animation</b>	Data and information <b>Branching databases</b>	Programming A <b>Sequencing sounds</b>	Programming B <b>Events and actions in programs</b>
<b>Yr 3/4 B</b>	Computing systems & networks <b>Connecting computers – the Internet</b>	Creating media <b>Audio production</b>	Creating media <b>Photo editing</b>	Data and information <b>Data logging</b>	Programming A <b>Repetition in shapes</b>	Programming B <b>Repetition in games</b>
<b>Yr 5/6 A</b>	Computing systems & networks <b>Systems and searching</b>	Creating media <b>Introduction to vector graphics</b>	Creating media <b>Video production</b>	Data and information <b>Fact-file databases</b>	Programming A <b>Selection in physical computing</b>	Programming B <b>Making quizzes</b>
<b>Yr 5/6 B</b>	Computing systems & networks <b>Communication and collaboration</b>	Creating media <b>Webpage creation</b>	Creating media <b>3D modelling</b>	Data and information <b>Introduction to spreadsheets</b>	Programming A <b>Variables in games</b>	Programming B <b>Sensing movement</b>

Computing systems & networks	Creating media	Data and information	Programming A	Programming B
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