

COMPUTING UNITS

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	Online safety
	Computing systems and Networks	Creating Media	Programming A	Data and information	Creating media	Programming B	
Year 1	Technology around us	Digital paint	Moving a robot	Grouping data	Digital writing	Programming animations	Termly
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes	Termly
Year 3	Connecting Computers	Stop- frame animation	Sequencing Sounds	Branching	Desktop publishing	Events and actions in programs	Termly
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games	Termly
Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes	Termly
Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement	Termly
EYFS	<p>Areas of learning that cover Computing:</p> <ul style="list-style-type: none"> - Personal, Social and Emotional Development - Physical Development - Understanding the world - Expressive Art & Design 						

COMPUTING UNITS