

Computing curriculum overview

	1	2	3	4	5	6
EYFS						
Year ½ - A	Technology around us	Digital painting	Programming A Moving a robot	Grouping Data	Digital writing	Programming B Programming animations
Year ½ - B	Information Technology around us	Digital photography	Programming A Robot algorithms	Pictograms	Making music	Programming B Programming quizzes
Year ¾ - A	Connecting Computers	Stop-frame animation	Programming A Sequencing sounds	Branching databases	Desktop Publishing	Programming B
Year ¾ - B	The internet	Audio production	Programming A Repetition in shapes	Data logging	Photo editing	Programming B Repetition in games
Year 5/6 – A	Systems and searching	Video production	Programming A Selection in physical computing	Flat-file databases	Vector drawing	Programming B Selection in quizzes
Year 5/6 - B	Communication and collaboration	Webpage creation	Programming A Variables in games	Introduction to spreadsheets	3D modelling	Programming B Sensing