Computing Curriculum Overview Whole School 25/26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Pupils engage in whole school internet safety and have access to digital devices when appropriate to enhance learning.					
Year 1	Computing systems and networks Technology around us	Creating Media Digital Painting	Creating Media Digital Writing	Programming A Moving Robots	Programming B Programming animation	Data & Information Grouping data
Year 2	Computing systems and networks Information technology around us	Creating Media Digital photography	Creating Media Digital Music	Data & Information Pictograms	Programming A Robot Algorithms	Programming B Programming quizzes
Year ¾ Cycle A	Data & Information (Y4) Data logging	Programming A (Y3) Sequencing sounds	Programming B (Y3) Events and actions in programs	Programming B (Y4) Repetition in games	Data & Information (Y3) Branching Databases	Creating Media (Y4) Photo editing
Year ¾ Cycle B	Computing systems and networks (Y3) Connecting computers	Computing systems and networks (Y4) The Internet	Creating Media (Y3) Stop-frame animation	Creating Media (Y3) Desktop Publishing	Creating Media (Y4) Audio production	Programming A (Y4) Repeating shapes
Year 5	Computing systems and networks Systems and searching	Creating Media Video editing	Programming A Selection in physical computing	Data & Information Flat-file database	Creating Media Vector Drawing	Programming B Selection in quizzes
Year 6	Computing systems and networks Communication and collaboration	Data & Information Spreadsheets	Creating Media 3D modelling	Programming A Variables in games	Creating Media Webpage creation	Programming B Sensing