

Computing Termly Overview



	Autumn 1 Computing Systems and Networks	Autumn 2 Creating Media	Spring 2 Creating Media	Spring 2 Data & Information	Summer 1 Programming A	Summer 2 Programming B
Reception	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. Through continuous provision, children are given access to a range of technological devices. Throughout the year, children use the digital platform 'Busy Things' to enhance their learning and digital skills.					
	Using a camera to take photos	Using Beebots to instruct basic directions	Logging on using passcodes Using a CD player	Using remote controls to control vehicles	Using a digital microscope	Logging on to a Chromebook
Year 1	Technology around us	Digital Painting	Digital Writing	Grouping Data	Moving a robot	Introduction to animation
Year 2	IT around us	Digital Photography	Making Music	Pictograms	Robot Algorithms	An Introduction to Quizzes
Year 3	Connecting Computers	Animation	Desktop Publishing	Branching Databases	Sequence in Music	Events and Actions
Year 4	The Internet	Audio Editing	Photo Editing	Data Logging	Repetition in Shape	Repetition in Game
Year 5	Sharing Information	Vector Drawing	Video Editing	Flat-file Databases	Selection in Physical Computing	Selection in Quizzes
Year 6	Communication	3D Modelling	Webpage Creation	Spreadsheets	Variables in Games	Sensing