

# Curriculum Overview

## Computing



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	<p>Computing in EYFS focuses opportunities for the use of technology to solve problems and produce creative outcomes. Teachers provide possibilities throughout the year for pupils to develop their computational thinking effectively, through their understanding of the world.</p>	Computing systems and networks: Technology around us	Computing systems and networks: Information technology around us	Computing systems and networks: Connecting computers	Computing systems and networks: The internet	Computing systems and networks: Systems and searching	Computing systems and networks: Communication and collaboration
Autumn 2		Creating media: Digital painting	Creating media: Digital photography	Creating media: Stop-frame animation	Creating media: Audio production	Creating media: Video production	Creating media: Web page creation
Spring 1		Programming A: Moving a robot	Programming A: Robot Algorithms	Programming A: Sequencing sounds	Programming A: Repetition in shapes	Programming A: Selection in physical computing	Programming A: Variables in games
Spring 2		Data and information: Grouping data	Data and Pictograms	Data and information: Branching databases	Data and information: Data logging	Data and information: Flat-file databases	Data and information: Introduction to spreadsheets
Summer 1		Creating media: Digital writing	Creating media: Digital music	Creating media: Desktop publishing	Creating media: Photo editing	Creating media: Introduction to vector graphics	Creating media: 3D modelling
Summer 2		Programming B: Programming animations	Programming B: Programming quizzes	Programming B: Events and actions in programmes	Programming B: Repetition in games	Programming B: Selection in quizzes	Programming B: Sensing movement