



Computing Topics 2023-24



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Computing systems and networks – digital drawing		Programming 1 – all about instructions	Computing systems and networks – Technology around us	Programming 2 – Programming digital toys	Data handling - introduction to data
Reception	Computing systems and networks – using a computer		Programming 1 – all about instructions	Computing systems and networks – Exploring hardware	Programming 2 – Programming Bee Bots	Data handling – introduction to data
Year 1	Computing Systems and networks – Technology around us	Creating Media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
Year 2	Computing Systems and networks – IT around us	Creating Media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital music	Programming B – Programming quizzes
Year 3	Computing Systems and networks – Connecting computers	Creating Media – Stop-frame animation	Programming A –A sequencing sounds	Data and information – branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing Systems and networks – The internet	Creating Media – Audio production	Programming A –A repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games

Year 5	Computing Systems and networks – systems and searching	Creating Media – video production	Programming A –A selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing Systems and networks – Communication and collaboration	Creating Media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement