



Computing Topics 2024-25



	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

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