Computing – Whole School Overview of Units

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems and Networks – Technology Around Us	Creating Media – Digital Painting	Programming A – Moving a Robot	Creating Media – Digital Writing	Data and Information – Grouping Data	Programming B – Introduction to Animation
Year 2	Computer Systems and Networks – IT Around Us	Creating Media – Digital Photography	Data Handling - Pictograms	Programming A – Robot Algorithms	Creating Media – Making Music	Programming B – Introduction to Quizzes
Year 3	Computing Systems and Networks – Connecting Computers	Creating Media – Desktop Publishing	Creating Media - Animation	Programming A – Sequence in Music	Data Handling – Branching Databases	Programming B – Events and Actions (maze)
Year 4	Computing Systems and Networks – The Internet	Creating Media – Photo Editing	Programming A – Repetition in Shapes	Creating Media – Audio Editing	Data and Information – Data Logging	Programming B – Repetition in Games
Year 5	Creating Media – Vector Drawings	Creating Media – Video Editing	Computing Systems and Networks – Sharing Information	Programming A – Selection in Physical Computing	Data and Information – Flat-File Databases	Programming B – Selection in Quizzes
Year 6	Creating Media – 3D Modelling	Computing Systems and Networks – Communication	Creating media – Web Page Creation	Data and Information - Spreadsheets	Programming A – Variables in Games	Programming B - Sensing