Computing Curriculum Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Networks and Systems Technology Around Us	We are Celebrating Digital graphics and publishing	We are Data Presenters Graphs and simple data handling	We are Storytellers Create narrated digital stories	We are Historians Online research and presentations	We are Designers Digital models and simulations
Year 2	We are Digital Music makers	Computer Systems and Networks IT Around Us	We are Scratch Animators - Programming Quizzes	We are in Control Robots and Algorithms	We are Sorting Things Sorting diagrams and data	We are Digital Artists Create and edit images
Year 3	We are Researchers Research and presentations	We are Animators Scratch animation and sound	We are Survey Writers Surveys, graphs and spreadsheets	We are Communicators Email and digital communication	We are Vloggers Film and edit how-to videos	We are Cartoonists Create digital comic strips
Year 4	We are Weather Forecasters Collect and present data	We are Quiz Masters Publish digital quizzes	We are Game Developers - Create games in Scratch	We are Music Makers: Digital audio and multimedia	We are Graphic Designers - edit and manipulate images	Computer Systems and Networks - The Internet
Year 5	We are Photographers Digital photography and editing	We are Robot Navigators - VR VEX Coding	Computer Systems and Networks - Systems and Searching	We are Vector Artists Creating vector images	We are Partying! Spreadsheets and budgeting	We are Geographers Research and present rivers
Year 6	We are Map Makers Digital maps and online research	We are Web Developers HTML coding	We are Data Collectors Conditional Formatting Quizzes	We are 3D Creators TinkerCad Design	Networks and Systems Communication and Collaboration	We are Creating Memories Digital yearbooks and multimedia

Progression into Year 7

By the end of Year 6, pupils should have developed the knowledge, skills and confidence to build upon their learning in Key Stage 3.

- **Programming and Logic:** Design, test and debug programs, using sequencing, repetition, selection and logical reasoning.
- **Digital Creation:** Combine digital tools to create, edit and evaluate content for different audiences.
- **Data and Information:** Collect, organise, interpret and present data using appropriate digital tools.
- **Computing Systems:** Understand how digital devices, networks and the internet support communication and information sharing.
- **Online Safety:** Use technology safely, respectfully and responsibly; protect personal information and recognise where to seek help.