Computing Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – technology around us. Being safe online – rules to keep us safe and healthy when using devices	Creating media – digital painting	Programming A – moving a robot	Data and information – grouping data. Being safe online – copyright and ownership of my work	Creating media – digital writing. Being safe online – privacy and security. To share information with people I know and trust	Programming B – Programming animations. Being safe online – using ScratchJr safely, respectably and responsibly
Year 2	Computing systems and networks – IT around us. Being safe online – know the rules to keep me safe and how they influence the choices I make online.	Creating media – digital photography. Being safe online – to identify which photos are real and not and to know photos can be altered	Programming A – Robot algorithms	Data and information – Pictograms. Being safe online – privacy and security. To share information/data with people I know and trust	Creating media – digital music. Being safe online – copyright and ownership of my work	Programming B – Programming quizzes. Being safe online – using ScratchJr safely, respectably and responsibly
Year 3	Computing systems and networks – connecting computers. Being safe online – to know how information and data can be shared within computer networks.	Creating media – stop-frame animation. Being safe online – copyright and ownership of my work and others work	Programming A – Sequencing sounds. Being safe online – using ScratchJr safely, respectably and responsibly	Data and information – Branching databases. Being safe online – using technology safely, respectably and responsibly with online databases	Creating media – Desktop publishing. Being safe online – copyright and ownership. Do I have the right to reuse content?	Programming B – Events and actions in programming. Being safe online – using ScratchJr safely, respectably and responsibly
Year 4	Computing systems and networks – The internet. Being safe online – To know not everything online is true and I need to think carefully before sharing/re-sharing content	Creating media – Audio production. Being safe online – recognising acceptable/unacceptable behaviour, copyright and ownership of content	Programming A –Repetition in shapes. Being safe online – using the internet safely, respectably and responsibly	Data and information – Data logging	Creating media – Photo editing. Being safe online – knowing people might make themselves look different online, how to report content and contact	Programming B – Repetition in games. Being safe online – using ScratchJr safely, respectably and responsibly
Year 5	Computing systems and networks – Systems and searching. Being safe online – To know some of the ways search engine results can be influenced to make money	Creating media – Video production. Being safe online – using technology safely, respectably and responsibly, recognising acceptable/unacceptable behaviour, copyright and ownership of content	Programming A – selection in physical computing	Data and information – flat-file databases. Being safe online – To know some of the ways search engine results are selected and ranked	Creating media – Introduction to vector shapes	Programming B – Selection in questions. Being safe online – using ScratchJr safely, respectably and responsibly
Year 6	Computing systems and networks – Communication and collaboration. Being safe online – to know when and when not to share information online and communication on the internet may not always be private	Creating media – Web page creation. Being safe online – online relationships, managing information online, copyright and ownership of content	Programming A – Variables in games. Being safe online – using ScratchJr safely, respectably and responsibly	Data and information – Introduction to spreadsheets. Being safe online – managing information online (searching online)	Creating media – 3D modelling. Being safe online – privacy and security	Programming B – sensing movement. Being safe online – using ScratchJr safely, respectably and responsibly