Computing Curriculum Overview

Y1	Me and My Home		Toys	Into the Forest		Beside the Seaside
	Computing Systems and Networks 1.1 Technology Around Us		*Programming* 1.3 Moving a robot *Online safety – Safer Internet Day*	*Creating media* 1.5 Digital Writing		*Programming* 1.6 Programming animations
Y2	Where we Live		Once Upon A Time	Calling all Superheroes		Walk on the Wild Side
	Computing Systems and Networks 2.1 Information Technology		*Programming* 2.3 Robot algorithms *Online safety – Safer Internet Day*	*Creating media* 2.2 Digital photography		*Programming* 2.6 Programming quizzes
Y3	Harvest		Humans are Animals Too	Forces	Roman Empire	UK Today
	Computing Systems and Networks 3.1 Connecting Computers		*Online safety – Safer Internet Day*	*Creating media* 3.2 Stop motion animation	*Programming* 3.3 Sequencing sounds	*Data and Information* 3.5 Branching databases
Y4	Rivers		Rainforests	Ancient Egyptian Civilisations		Europe
	Computing Systems and Networks 4.1 The internet		*Programming* 4.3 Repetition in shapes *Online safety – Safer Internet Day*	*Data and Information* 4.4. Data loggers		*Creating media* 4.2. Audio production
Y5	The Maya Civilisation	Planet Earth	Anglo-Saxon and Viking Conflict	Formby and York		Circle of Life
	Computing Systems and Networks 5.1 Systems and searching	*Creating media* 5.2 Video production	*Online safety – Safer Internet Day*	*Data and Information* 5.4 Flat file databases		*Programming* Selection in Physical Computing
Y6	Fit for Life	Ancient Greece	Evolution Solution	Transatlantic slave trade		
	Computing Systems and Networks 6.1 Communication and collaboration	*Creating media* 6.2 Webpage creation	*Programming* 6.3 Variables in games *Online safety – Safer Internet Day*	*Data and Information* 6.4 Introduction to Spreadsheets		

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Data and Information in Year 1

The skills and concepts in this unit of work are taught throughout the year in science, topic and maths teaching, rather than a discrete unit. Children are grouping, sorting and counting during maths with numbers and shapes and through topic work throughout the year e.g. sorting and grouping animals based on different properties.

Data and Information in Year 2

The skills and concepts in this unit of work are taught during data maths lessons rather than a discrete computing unit. Children become familiar with a range of pictograms, their uses, how to collect and present data. Children then create their own pictograms based on a sets of data.