



Computing 2022/23

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Computer systems and networks – technology around us (TC) Becoming familiar with different components of a computer and developing their skills.	Creating media – digital painting (TC) Exploration of the world of digital art using a range of creative tools.	Online Safety (SCiB week) Rules for staying safe and who to go to if they are worried. Risk assessing and taking action.	Programming A – moving a robot (TC) Exploring using commands and predicting outcomes. Introduced to early stages of program design.	
Year 2		Computer systems and networks – IT around us (TC) Uses of technology in our lives and how it benefits society.	Programming A – robot algorithms (TC) Instructions in sequences and using logic to predict outcomes. Develop artwork and test it for use in a program.	Online Safety (SCiB week) Understand the differences between personal and private information and the risks of sharing online.	Data and information – pictograms (TC) Collecting data and presenting it using pictograms and block diagrams. Use the data to answer questions.	Creating media – digital photography (TC) Using devices to take photographs and experience editing and improving photos. Begin to recognise that images they see might not be real
Year 3	Data and information – Branching data base (TC) Creating physical and online branching data bases using yes/no questions.	Computer systems and networks – connecting computers (TC) Develop their understanding of digital devices with an initial focus on inputs, processes and outputs.	Creating media – stop-frame animation (TC) Use a range of techniques to create a stop-frame animation.	Online Safety (SCiB week) Safe and unsafe behaviours online, risk assessing situations and taking action.	Programming A – sequencing sounds (TC) Explore the concept of sequencing in programming and creating their own.	
Year 4		Computer systems and networks – the internet (TC) Explore the WWW and learn about who owns content and what that can access, add and create.	Creating media – audio production (TC) Explore associated hardware. Consider ownership of digital content. Use software to create a podcast.	Online Safety (SCiB week) Cyber bullying vs. trolling. Difference between private and personal information. Healthy and unhealthy behaviours online.	Creating media – photo editing (TC) Considering how digital images can be changed and edited and how they can be resaved and reused. They will also evaluate the effectiveness of their choices.	Programming A – Repetition in shapes (TC) Repetition and looping within programming. Create their own programs using programming language.



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Year 5	Creating media – stop-frame animation Use a range of techniques to create a stop-frame animation. Add media and text to tell a story.			Online Safety (SCiB week) Real vs created content online. Risky behaviour online and taking action. Data and information (TC) Using databases in order to answer questions about data.	Creating media – video production (TC) Create short videos in groups.	Computing systems and networks - systems and searching (TC) Learning about how data is transferred. Participate in a collaborative online project with other classmates.
Year 6	Creating media – stop-frame animation Use a range of techniques to create a stop-frame animation. Add media and text to tell a story.		Data and information – spreadsheets (TC) They will be supported in how to organise data and use the tools of the software to make it easier for the user.	Online Safety (SCiB week) Risk assessing linked to confidential vs secret. Negative behaviour online and criminal responsibility. Reducing risks online. Computer systems and networks – communication and collaboration (TC)		Programming A – Variables in games (TC) Learn what variables are and relate them to real life. Use variables to create the simulation of a scoreboard. Use knowledge to improve their games.