

Subject overview Computing

	Curriculum year A	Curriculum year B	Curriculum year C	Curriculum year D	Curriculum year E	Curriculum year F
Autumn Term 1	Who we are <u>Computing systems and networks</u> Connecting computers	How we express ourselves <u>Computing systems and networks</u> The internet	Who we are <u>Computing systems and networks</u> Systems and searching	How we express ourselves <u>Computing systems and networks</u> Communication and collaboration	Who we are Clear messaging in digital media	How we express ourselves Layers of computing systems
Autumn Term 2	Who we are <u>Creating media</u> Stop-frame animation	How we express ourselves <u>Creating media</u> Audio production	Who we are <u>Creating media</u> Video production	How we express ourselves <u>Creating media</u> Web page creation	Who we are Networks from semaphores to the internet	How we express ourselves <u>Media</u> Vector graphics
Spring Term 3	Where we are in place and time <u>Programming A</u> Sequencing sounds	How we organise ourselves <u>Programming A</u> Repetition in shapes	Where we are in place and time <u>Programming A</u> Selection in physical computing	How we organise ourselves <u>Programming A</u> Variables in games	Where we are in place and time <u>Programming essentials</u> in Scratch – Part I	How we organise ourselves Developing for the web
Spring Term 4	Where we are in place and time <u>Data and information</u> Branching databases	How we organise ourselves <u>Data and information</u> Data logging	Where we are in place and time <u>Data and information</u> Fact-file databases	How we organise ourselves <u>Data and information</u> Introduction to spreadsheets	Where we are in place and time <u>Data and information</u> Modelling data using spreadsheets	How we organise ourselves <u>Data and information</u> Representations – from clay to silicon
Summer Term 5	Sharing the planet <u>Creating media</u> Desktop publishing	How the world works <u>Creating media</u> Photo editing	Sharing the planet <u>Creating media</u> Introduction to vector graphics	How the world works <u>Creating media</u> 3D modelling	Sharing the planet <u>Using media</u> Gaining support for a cause	How the world works Mobile app development
Summer Term 6	Sharing the planet <u>Programming B</u> Events and actions in programs	How the world works <u>Programming B</u> Repetition in games	Sharing the planet <u>Programming B</u> Selection in quizzes	How the world works <u>Programming B</u> Sensing movement	Sharing the planet <u>Programming essentials</u> in Scratch – Part II	How the world works Introduction to Python programming