

Computing - Unit Overview

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Cycle A and C	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing systems Technology around us	Creating media Digital painting	Programming A Moving a robot	Data and information Grouping data	Creating media Digital writing	Programming B Programming animations

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Cycle B and D	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing systems IT around us	Creating media Digital photography	Programming A Robot algorithms	Data and information Pictograms	Creating media Digital music	Programming B Programming quizzes

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KS2 Cycle A	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing systems The Internet Programming	Creating media Photo editing	Programming A Repetition in shapes	Data and information Data logging	Creating media Audio production	Programming B Repetition in games

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle B	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing systems Connecting computers	Creating media Stop-frame animation	Programming A Sequencing sounds	Data and information Branching databases	Creating media Desktop publishing	Programming B Events and actions in programs

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KS2 Cycle C	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing systems Communication and collaboration	Creating media Web page creation	Programming A Variables in games	Data and information Introduction to Spreadsheets	Creating media 3D Modelling	Programming B Sensing movement

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KS2 Cycle D	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing systems Systems and searching	Creating media Video production	Programming A Selection in physical computing	Data and information Flat- file databases	Creating media Introduction to vector graphics	Programming B Selection in quizzes