



Primley Wood Computing Curriculum Overview

	Autumn		Spring		Summer	
Yr1	Computing Systems & Networks – Technology around us	Creating Media – Digital Painting	Programming A – Moving a robot	Data & Information – Grouping Data	Creating Media – Digital Writing	Programming B – Programming Animations
Yr2	Computing Systems & Networks – IT around us	Creating Media – Digital Photography	Programming A – Robot Algorithms	Data & Information – Pictograms	Creating Media – Digital Music	Programming B – Programming Quizzes
Yr3	Computing Systems & Networks – Connecting Computers	Creating Media – Stop-Frame Animation	Programming A – Sequencing Sounds	Data & Information – Branching Databases	Creating Media – Desktop Publishing	Programming B – Events & Actions in Programs
Yr4	Computing Systems & Networks – The Internet	Creating Media – Audio Production	Programming A – Repetition in Shapes	Data & Information – Data Logging	Creating Media – Photo Editing	Programming B – Repetition in Games
Yr5	Computing Systems & Networks – Systems and Searching	Creating Media – Video Production	Programming A – Selection in physical computing	Data & Information – Flat file databases	Creating Media – Introduction to vector graphics	Programming B – Selection in quizzes
Yr6	Computing Systems & Networks – Communication and collaboration	Creating Media – Webpage creation	Programming A – Variables in games	Data & Information – Introduction to spreadsheets	Creating Media – 3D Modelling	Programming B – Sensing movement