Computing Unit Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Computing systems and networks – 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
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital music	Programming B – Programming quizzes
Year 3	Computing systems and networks – 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 and
Year 4	Computing systems and networks – The Internet	Creating media – Audio production	Programming – MakeCode and micro:bit	Data and information – Data logging	Creating media – Photo editing	Programming A/B – Repetition in games
Year 5	Computing systems and networks – Systems and searching	Creating media – Video production	Programming A – Selection in physical computing (micro:bit)	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes and
Year 6	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games (micro:bit)	Data and information – Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B – Sensing movement Using the microbit for primary to secondary transition