

## Computing Overview 22-23

	Computing systems and networks	Creating media	Programming A	Data and information	Creating Media	Programming B
Year 1	Technology around us	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Technology around us	Digital Photography	Robot Algorithms	Pictograms	Making Music	Programming Quizzes
Year 3	Connecting computers	Stop Frame Animation	Sequencing sounds	Branching Databases	Desktop Publishing	Events and Actions in programmes
Year 4	The internet	Audio Editing	Repetition in shapes-	Data Logging	Photo Editing	Repetition in Games
Year 5	Sharing information	Vector drawing	Selection in physical computing	Flat-file databases	Video editing	Selection in quizzes
Year 6	Internet communication	3D modelling	Variables in games	Introduction to spreadsheets	Webpage creation	Sensing
E-Safety Theme	Cyber Bullying	Privacy and Security	Managing Online information	Self- image and Wellbeing	Online relationships	Online Reputation

