Computing Curriculum Overview A

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Covered through UTW Computational thinking tasks – Barefoot Computing Media & Sound Foundations Operational Core Skills + Internet Safety					
R/1	Covered through UTW		Computational Thinking	Data and Information	IT around us	Media and Sound foundations
R/1	Internet safety	Technology around us Digital painting	Moving a robot Programming animations	Making Music	Grouping data Digital writings	Pictograms
1/2	Internet safety	Technology around us Digital painting	Moving a robot Programming animations	Making Music	Grouping data Digital writings	Pictograms
3	Book creator	Branching databases	Connecting computers	Animation	Sequence in music (programming A)	Events and actions (programming B)
4/5	Systems and searching (computer systems)	Video editing	Vector drawing	Flat-base databases (data information)	Selection with microbits (programming A)	Selection in quizzes (programming B)
5/6	Systems and searching (computer systems)	Selection with microbits (programming A)	Vector drawing	Flat-base databases (data information)	Video editing	Selection in quizzes (programming B)

Computing Curriculum Overview B

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Covered through UTW Computational thinking tasks – Barefoot Computing Media & Sound Foundations Operational Core Skills + Internet Safety					
R/1	Covered through UTW		Computational Thinking	Data and Information	IT around us	Media and Sound foundations
R/1	Systems and Networks	Robot Algorithms	Scratch Junior	Digital Writing	Digital Photography	Internet Safety
1/2	Systems and Networks	Robot Algorithms	Scratch Junior	Digital Writing	Digital Photography	Internet Safety
3	Data Logging	Audio Editing	The Internet	Photo Manipulation	Repetition with Shape	Repetition in Games
4/5	Communication and Collaboration	Web Page Creation	3D Modelling	Spreadsheet	Variables in Games	Microbits – getting active
5/6	Communication and Collaboration	Web Page Creation	3D Modelling	Spreadsheet	Variables in Games	Microbits – getting active