Computing Overview 2023-2024

Digital literacy   Information Technology   Computer Science

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	CD Player, Cameras, Yoto Story Book Chromebook (Autumn 1) Chromebook(Autumn 2)		CD Player, Cameras, Yoto Story Book Chromebook Code-a-pillar, Bee-Bots		CD Player, Cameras, Yoto Story Book Chromebook Remote control toys, Robots	
Year 1	A world of technology	Digital painting.	Programming a moving robot	Grouping data.	Digital Writing.	Programming animations.
Year 2	A world of technology	Digital photography.	Robot algorithms	Pictograms.	Digital music.	Programming quizzes.
Year 3	Connecting computers	Stop frame animation.	Sequencing sounds	Branching databases.	Desktop publishing.	Events and actions in programs.
Year 4	The Internet	Audio production.	Repetition in shapes	Data logging.	Photo editing.	Repetition in games.
Year 5	Systems and searching	Video production.	Selection in physical computing	Flat-file databases.	Vector Drawing.	Selection in quizzes.
Year 6	Communication and collaboration	Web page creation.	Variables in games	Spreadsheets.	3D Modelling.	Sensing movement.