

## Computing Curriculum Overview

Updated: July 2024

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Online safety  Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged	Skills showcase: Rocket to the moon	Programming 2: Bee-Bot	Creating media: Digital imagery	Data handling: Introduction to data
2	Online safety  Computing systems and networks: what is a computer?	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: Scratch Jr	Creating media: Stop motion	Data handling: International space station
3	Online safety  Computing systems and networks 1: Networks	*New* Programming: Scratch	Computing systems and networks 2: Emailing	Computing systems and networks 3: Journey inside a computer	Creating media: Video trailers	Data handling: Comparison cards database
4	Online safety  Computing systems and networks: Collaborative learning	Programming 1: Scratch	Creating media: Website design	Skills showcase: HTML	Programming 2: Computational thinking	Data handling: investigating weather
5/6 Cycle 1 <u>Years</u> 2023-24 2025-26	Online safety <b>Y5</b> Computing systems and networks: Search engines	<b>Y5</b> Programming 1: Music	<b>Y6</b> Computing systems and networks: Bletchley Park	<b>Y5</b> Creating media: Stop Motion animation	<b>Y6</b> Programming: Intro to Python	<b>Y6</b> Data handling: Big Data 1
5/6 Cycle 2 <u>Years</u> 2024-25 2026-27	Online safety <b>Y6</b> Creating media: History of computers	<b>Y5</b> Programming 2: Micro:bit	<b>Y6</b> New* AI unit (available from the end of October 2024).	<b>Y5</b> Data handling: Mars Rover 1	<b>Y5</b> Skills showcase: Inventing a product	<b>Y6</b> Skills showcase: Mars Rover 2