



COMPUTING CURRICULUM OVERVIEW

Year 1	<p>Technology</p> <p>Use information technology safely and successfully</p>	<p>Digital painting</p> <p>Create a digital self-portrait</p>	<p>Programming</p> <p>Write an algorithm to move a Bee Bot</p>
Year 2	<p>Photography</p> <p>Take a successful image</p>	<p>Programming</p> <p>Predicting successful outcomes of code</p>	<p>Writing digitally</p> <p>The difference between typing and writing</p>
Year 3	<p>Networks</p> <p>Create a map of our school network</p>	<p>Desktop publishing</p> <p>Create a magazine cover</p>	<p>Programming</p> <p>Predict outcomes using logical reasoning</p>
Year 4	<p>Networks</p> <p>The internet</p>	<p>Media</p> <p>Create a stop-motion animation</p>	<p>Programming</p> <p>Logo</p>
Year 5	<p>Networks</p> <p>Collaborate and create a newsletter</p>	<p>Data Handling</p> <p>Databases</p>	<p>Programming</p> <p>Scratch block coding</p>
Year 6	<p>Data Handling</p> <p>How can spreadsheets help us?</p>	<p>Programming</p> <p>How are web pages created?</p>	<p>Media</p> <p>Creating videos</p>