Computing – Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Golden Threads	**Know Yourself, Love Yourself, Love Your Neighbour**		**One World, Our World, A World For All**		**Be The Change**	
Whole school digital literacy focus Focus taken from Education for a Connected World *See Additional Overview for objectives.*	Digital Literary Online Bullying Self-image and Identity	Digital Literary Online Relationships	Digital Literary Health, Well-being and lifestyle. Privacy and security	Digital Literary Managing online information	Digital Literary Copyright and Ownership	Digital Literary Online reputation
Maple	1. Children recognise that a range of technology is used in places such as homes and schools. 2. They select and use technology for particular purposes.					
Chestnut 1	Computer Science Computing Systems and Net Works – Technology around us	Information Technology Creating Media – Digital Paining	Information Technology Creating Media – Digital Writing	Information Technology Data and information – Grouping Data	Computer Science Programming A – Moving a Robot	Computer Science Programming B - Introduction to animation.
Chestnut 2	Computer Science Computing Systems and Net Works –	Information Technology	Information Technology	Information Technology	Computer Science	Computer Science

	Technology around us	Creating Media – Digital Photography	Creating Media – Making music	Data and information – Pictograms	Programming A – Robot Algorithms	Programming B – An introduction to quizzes
Willow A	Computer Science Computing Systems and Networks – connecting computers	Information Technology Creating Media – Animation	Information Technology Creating Media – Desk top publishing	Information Technology Data and information – Branching data bases	Computer Science Programming A – Sequence in Music	Computer Science Programming B – Events and actions
Willow B	Computer Science Computing Systems and Networks – The internet	Information Technology Creating Media – Audio Editing	Information Technology Creating Media – Photo Editing	Information Technology Data and information – Data Logging	Computer Science Programming A – Repetition in Shapes	Computer Science Programming B – Repetitions in games
Oak 5	Computer Science Computing Systems and Networks – Sharing information	Information Technology Creating Media – Vector Drawing	Information Technology Creating Media – video editing	Information Technology Data and information – Flat-file databases	Computer Science Programming A – Selection in physical computers	Computer Science Programming B – Selection in Quizzes
Oak 6	Computer Science Computing Systems and Networks – Communication	Information Technology Creating Media – 3D modelling	Information Technology Creating Media – Webpage creation	Information Technology Data and information – Spreadsheets	Computer Science Programming A – Variables in games	Computer Science Programming B – Sensing