

Computing – Whole School Overview of Units

Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Computing Systems and Networks – Technology Around Us	Creating Media – Digital writing		Computer Systems and Networks – IT Around Us		Creating Media – Digital photography
Year 3/4	Computing Systems and Networks – Connecting Computers	Computing Systems and Networks – The Internet			Creating Media – Desktop Publishing	Creating Media – Stop Frame Animation
Year 5/6	Computing Systems and Networks – Systems and Searching	Creating Media – Vector Drawings		Computing Systems and Networks – Communication and collaboration		Creating Media – Webpage creation

Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Data and Information – Grouping Data	Data Handling – Pictograms			Programming – Moving a Robot	Programming – Robot Algorithms
Year 3/4	Data and Information – Branching Databases	Data and Information – Data Logging			Programming – Repetition in Shapes	Programming – Repetition in Games
Year 5/6	Data and Information – Flat-file databases (Y5)	Programming – Variables in Games			Data and Information – Spreadsheets	Programming – Sensing movement