Y1-6
Computing Curriculum Overview
2022-2023 (Year 2 of 3 Year Plan)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	TC Digital Art – using an iPad - Y1	TC Moving a robot - Y1	TC Introduction to animation - Y1	TC - Computing systems and networks - Technology around us - Y1	TC Grouping data - Y1	TC Digital writing - Y1
Year 2	TC – IT all around us	TC – Robot algorithms	TC Introduction to quizzes	TC - Making Music	TC Pictograms	TC Digital Photography
Year 3	TC Desktop publisher	TC Branching databases	TC Sequence in music	TC Events and actions	Connecting Computers	TC Animation
Year 4	TC The Internet	TC Branching databases	TC Repetition in Shapes	TC Repetition in Games	TC Photo editing	TC – Data Logging
Year 5	TC Vector Drawing	TC Selection in Physical Computing	**TC Selection in quizzes**	Sharing Information	TC Video editing	**T Flat-file databases**
Year 6	TC Web page creation	TC Selection in Physical Computing – Y5	**TC – Variabes in games –Y6**	3D Modelling	Spreadsheets	**Communication**