

Computing Curriculum Overview



Term 1		Term 2		Term 3		Term 4		Term 5		Term 6	
Phase 1 and 2											
Computer systems and networks - logging in and mouse control	Programming - Commands unplugged	Skill showcase - Rocket to the moon	Computer systems and networks - What is a computer?	Programming - Algorithm and debugging	Computer systems and networks - word processing	Programming 2 - Beebots	Creating media - Digital imagery	Data handling - introduction to data	Programming - Scratch	Stop motion - s using desktops	Data handling: International Space Station
Online safety						Online safety					
Phase 3 and 4											
Computer systems and networks - Emailing	Programming - Scratch	Creating media - video trailers	Creating Media - Website design	Programming 1 Further coding with Scratch	Computational thinking 1	Computing systems and networks 1 - Networks	Data handling - Comparison cards databases	Computing systems and networks 3: Journey inside a computer	Computing systems and networks - collaborative learning (Google)	Data handling - Investigating weather	Skills showcase - HTML
Online Safety						Online Safety					
Phase 5 and 6											
Programming 2 BBC micro:bit	Data handling - Mars Rover 1	Skills showcase - Mars Rover 2	Computing systems and networks - Bletchley Park and the history of computing	Computing systems and networks - Exploring AI	Skills showcase - Inventing a product	Programming - Music	Stop motion animation	Computing systems and networks - Search engines	Data handling - Big Data 1	Data handling - Big data 2	Programming - Intro to python
Online safety						Online safety					