



# Computing Curriculum Overview

Computing Key Concepts: E-Safety, Data & Information, Programming, Creating Media & Networks

<b>Year 1</b>	E-Safety 	Grouping Data 	Moving a Robot 	Digital Painting 	Animations 	IT Around Us 	Digital Writing 
<b>Year 2</b>	E-Safety 	IT Around Us 	Digital Photography 	Robot Algorithms 	Digital Music 	Pictograms 	Programming Quizzes 
<b>Year 3</b>	E-Safety 	Sequencing Sounds 	Databases 	Desktop Publishing 	Connecting Computers 	Stop-frame Animation 	Events & Actions in Programs 
<b>Year 4</b>	E-Safety 	Audio Production 	Repetition in Shapes 	Data Logging 	The Internet 	Photo Editing 	Repetition in Games 
<b>Year 5</b>	E-Safety 	Systems & Searching 	Selection in Computing 	Databases 	Vector Graphics 	Video Production 	Selection in Quizzes 
<b>Year 6</b>	E-Safety 	Web Page Creation 	Variables in Games 	Sensing Movement 	3D Modelling 	Communication & Collaboration 	Spreadsheets 