Computing Curriculum Overview 2024 – 2025

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Awesome Autumn	Boats ahoy-what is a boat	Winter warmers	Spring time Busy bodies-look how we grow	Summer fun-Colour collections	Busy Bodies-movement algorithms-move like an animal
R	Busy bodies-parts of our body	Winter warmers-scarves for snowmen	Super space-build a rocket	Introduction to Beebots	Boats ahoy-what is a boat	Beebots-create own instructions/partner work
	Computing systems and networks	**Creating media**	**Programming A**	**Data and information**	**Creating media**	**Programming B**
1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Introduction to animation
2	IT around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
5	Systems and Searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
6	Communication and collaboration	Webpage creation	Variables in games	Spreadsheets	3D modelling	Sensing movement