

Complete Computing Overview EYFS - Year 6

	Autumn Term	Spring Term	Summer Term
EYFS	In EYFS we used the 'Barefoot' Computing Curriculum' to begin to develop the skills necessary to progress further through KS1 computing curriculum.		
Year 1	1 Computing Systems/networks - Technology Around us	3 Programming A- Moving a Robot	5 Creating media- Digital writing
Year 2	Computing Systems/networks - IT Around us Creating media- Digital photography	3 Programming A- Robot algorithms 4 Data and Information-Pictograms	5 Creating media- Digital Music 6 Programming B-
Year 3	Computing Systems/networks – Connecting Computers Creating media-Stop frame animation	Programming A-Sequencing sounds Data and Information-Branching Da- tabases	Creating media-Desktop publishing Programming B- Events and actions in programmes
Year 4	Computing Systems/networks –The Internet Creating media-Audio production	Programming A- Repetition in shapes Data and Information-Data logging	Creating media-Photo editing Programming B- Repetition in Games
Year 5	Computing Systems/networks – Systems and searching Creating media- Video production	Programming A- Selection in physi- cal computing Data and Information-Flat file data- bases	Creating media-Introduction to vector graphics Programming B- Selection in quizzes
Year 6	Computing Systems/networks – Communication and collaboration Creating media-Web page creation	Programming A-Variables in games Data and Information- Introduction to spreadsheets	Creating media- 3D Modelling Programming B- Sensing Movement