

Computing Curriculum

| | Computing systems and networks | Creating media | Programming A | Data and information | Creating media | Programming B |
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| Y3 | <p>Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p> | <p>Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p> | <p>Sequencing sounds Creating sequences in a block-based programming language to make music.</p> | <p>Branching databases Building and using branching databases to group objects using yes/no questions.</p> | <p>Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.</p> | <p>Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.</p> |
| Y4 | <p>The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p> | <p>Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p> | <p>Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.</p> | <p>Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p> | <p>Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p> | <p>Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p> |

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| Year 5 | <p>Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.</p> | <p>Video production Planning, capturing, and editing video to produce a short film.</p> | <p>Selection in physical computing Exploring conditions and selection using a programmable microcontroller.</p> | <p>Flat-file databases Using a database to order data and create charts to answer questions.</p> | <p>Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.</p> | <p>Selection in quizzes Exploring selection in programming to design and code an interactive quiz.</p> |
| Year 6 | <p>Communication and collaboration Exploring how data is transferred by working collaboratively online.</p> | <p>Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p> | <p>Variables in games Exploring variables when designing and coding a game.</p> | <p>Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.</p> | <p>3D modelling Planning, developing, and evaluating 3D computer models of physical objects.</p> | <p>Sensing movement Designing and coding a project that captures inputs from a physical device.</p> |