



Computing Curriculum Overview			
Year A 2023 - 2024			
Class	Autumn	Spring	Summer
Sycamore Class Year R	Pupils in EYFS use technology in the following ways: <ul style="list-style-type: none"> ● daily use of the interactive whiteboard during lessons and independent time for maths, English and art activities ● floor robots such as Bee Bots ● Chrome books used within music lessons ● technology within the role-play area such as play cameras, mobile phones and laptops ● an introduction to using Chrome books and digital cameras (summer term) 		
Chestnut Class Year 1 & 2	Y1 Unit 4: Data and Information - Grouping Data Y2 Unit 4: Data and Information - Pictograms	Y1 Unit 5: Creating Media - Digital Writing Y2 Unit 5: Creating Media - Digital Music	Y1 Unit 6: Programming B - Programming Animations Y2 Unit 6: Programming B - Programming Quizzes
Beech Class Year 3 & 4	Y3 Unit 4: Data and Information - Branching Databases Y4 Unit 4: Data and Information - Data Logging	Y3 Unit 5: Creating Media - Desktop Publishing Y4 Unit 5: Creating Media - Photo Editing	Y3 Unit 6: Programming B - Events and Actions in Programs Y4 Unit 6: Programming B - Repetition in Games

Oak Class Year 5 & 6	Y5 Unit 4: Data and Information - Flat-file Databases Y6 Unit 4: Data and Information - Introduction to Spreadsheets	Y5 Unit 5: Creating Media - Introduction to Vector Graphics Y6 Unit 5: Creating Media - 3D Modelling	Y5 Unit 6: Programming B - Selection in Quizzes Y6 Unit 6: Programming B - Sensing Movement
Year B 2024 - 2025			
Class	Autumn	Spring	Summer
Sycamore Class YR	Pupils in EYFS use technology in the following ways: <ul style="list-style-type: none"> ● daily use of the interactive whiteboard during lessons and independent time for maths, English and art activities ● floor robots such as Bee Bots ● Chrome books used within music lessons ● technology within the role-play area such as play cameras, mobile phones and laptops ● an introduction to using Chrome books and digital cameras (summer term) 		
Chestnut Class Year 1 & 2	Y1 Unit 1: Computing Systems and Networks - Technology Around Us Y2 Unit 1: Computing Systems and Networks - IT Around Us	Y1 Unit 2: Creating Media - Digital Painting Y2 Unit 2: Creating Media - Digital Photography	Y1 Unit 3: Programming A - Moving a Robot Y2 Unit 3: Programming A - Robot Algorithms
Beech Class Year 3 & 4	Y3 Unit 1: Computing Systems and Networks - Connecting Computers Y4 Unit 1: Computing Systems and Networks - The Internet	Y3 Unit 2: Creating Media - Stop-Frame Animation Y4 Unit 2: Creating Media - Audio Production	Y3 Unit 3: Programming A - Sequencing Sounds Y4 Unit 3: Programming A - Repetition in Shapes

Oak Class Year 5 & 6	Y5 Unit 1: Computing Systems and Networks - Systems and Searching Y6 Unit 1: Computing Systems and Networks - Communication and Collaboration	Y5 Unit 2: Creating Media - Video Production Y6 Unit 2: Creating Media - Web Page Creation	Y5 Unit 3: Programming A - Selection in Physical Computing Y6 Unit 3: Programming A - Variables in Games
Vocabulary Examples:			
Developing Reading in Computing			
EYFS	Key Stage 1	Key Stage 2	