

Old Leake Primary Academy Computing Overview

	Autumn	Spring	Summer
EYFS	<p style="text-align: center;">Exploring Technology</p> <p style="text-align: center;">Experience using a range of technologies such as cameras, photocopiers, CD players, programmable toys etc. throughout the curriculum.</p>		
Year 1	Computing systems and networks—Technology Around Us Creating Media—digital Painting	Programming A—Moving a robot Data and information—grouping data	Creating media—Digital Writing Programming B—Programming animations
Year 2	Computing systems and networks—Technology around Us Creating Media—digital Photography	Programming A—Robot algorithms Data and information—pictograms	Creating media—Digital Music Programming B—Programming quizzes
Year 3	Computing systems and networks—Connecting computers Creating Media—stop-frame animation	Programming A—Sequencing sounds Data and information—branching databases	Creating media—Desktop publishing Programming B—Events and action programs
Year 4	Computing systems and 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 and networks—Systems and searching Creating Media—Video production	Programming A—Selection in physical computing Data and information—flat-file databases	Creating media—Introduction to vector graphics Programming B—Selection in quizzes
Year 6	Computing systems and networks—Communication and collaboration Creating Media—Web page creating	Programming A—Variables in games Data and information—Spreadsheets	Creating media—3D modelling Programming B—Sensing movement