

Computing Planning Overview 2023-24

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Throughout the year, children are given opportunities to experience and explore technology in their play, e.g. cameras, telephones, laptops etc. Children are encouraged to act out situations based on their experiences, and understand that technology is used to help us, e.g. communicate with someone, capture a photo etc. They will learn that technology we have now differs from the past, and are given opportunities to use iPads and the interactive whiteboard with adult support to complete a task.					
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Creating media – Digital writing	Data and information – Grouping data	Programming A – Moving a robot	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Creating media – Making music	Data and information – Pictograms	Programming A – Robot algorithms	Programming B - An introduction to quizzes
Year 3	Computing systems and networks – connecting computers	Creating media - animation	Creating media – desktop publishing	Data and information – Branching databases	Programming A – Sequence in music	Programming B – Events and actions
Year 4	Creating systems and networks – The internet	Creating media – Audio editing	Creating Media – Photo editing	Data and information – Data logging	Programming A – Repetition in shapes	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Creating media – video editing	Data and information – Flat-file databases	Programming A – Selection in physical computing	Programming B – Selection in quizzes
Year 6	Computing systems and networks - Communication	Creating Media – 3D Modelling	Creating Media – Web page creation	Data and Information - Spreadsheets	Programming A – Variables in games	Programming B - Sensing