

Teach Computing Yearly Overview



Year Group	Term					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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	Computing 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 4/5						
Year 5	Computing systems and networks- Sharing Information	Creating media – Vector drawing	Creating media – video editing	Data and information – Flat file database	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