Computing Curriculum Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	We are in Control Blue-Bot programming and control	We are Celebrating Digital graphics and publishing	We are Data Presenters Graphs and simple data handling	We are Storytellers Create narrated digital stories	We are Historians Online research and presentations	We are Designers Digital models and simulations
Year 2	We are Sorting Things Out Sorting diagrams and data	We are in Control Pro-Bots and ScratchJr	We are Historians Stop-motion animation	We are Digital Artists Create and edit images	We are Creating Green Energy Circuits, sensors and design	We are Journalists Research and create webpages
Year 3	We are Researchers Research and presentations	We are Animators Scratch animation and sound	We are Survey Writers Surveys, graphs and spreadsheets	We are Communicators Email and digital communication	We are Vloggers Film and edit how-to videos	We are Cartoonists Create digital comic strips
Year 4	We are Game Developers Create games in Scratch	We are Quiz Masters Publish digital quizzes	We are Virtual Tour Guides Film and edit virtual tours	We are Weather Forecasters Collect and present data	We are Music Makers Digital audio and multimedia	We are Manipulators Edit and manipulate images
Year 5	We are Photographers Digital photography and editing	We are Text Coders Text-based coding with VEX VR	We are Advertisers Create digital adverts	We are Robotic Engineers 1 Program VEX robots	We are Partying! Spreadsheets and budgeting	We are Geographers Research and present rivers
Year 6	We are Data Collectors Collect and interpret data	We are Web Developers HTML coding	We are Map Makers Digital maps and online research	We are Creating Memories Digital yearbooks and multimedia	We are Set Designers 3D digital design	We are Robotics Engineers 2 VEX robotics and programming

Progression into Year 7

By the end of Year 6, pupils should have developed the knowledge, skills and confidence to build upon their learning in Key Stage 3.

- **Programming and Logic:** Design, test and debug programs, using sequencing, repetition, selection and logical reasoning.
- **Digital Creation:** Combine digital tools to create, edit and evaluate content for different audiences.
- **Data and Information:** Collect, organise, interpret and present data using appropriate digital tools.
- **Computing Systems:** Understand how digital devices, networks and the internet support communication and information sharing.
- **Online Safety:** Use technology safely, respectfully and responsibly; protect personal information and recognise where to seek help.