

Computing Overview

Unit Focus - Computing systems and networks, Creating Media, Programming A, Programming B, Data and Information

		Autumn Term	Spring Term	Summer Term
Lower Key Stage 2	Year 3	Connecting Computers Stop Frame Animation	Sequencing Sounds Branching Databases	Desktop Publishing Events & Actions in Programs
	Year 4	The Internet Audio Production	Repetition in Shapes Data Logging	Photo Editing Repetition in Games
Upper Key Stage 2	Year 5	Systems and Searching Video Production	Selection in Physical Computing Flat – File Databases	Introduction to Vector Graphics Selection in Quizzes
	Year 6	Communication & Collaboration Web Page Creation	Variables in Games Introduction to Spreadsheets	3D Modelling Sensing Movement