

Curriculum Overview – Computing – 2023-2024

Year group	Autumn		Spring		Summer	
	Term 1	Term 2	Term 1	Term 2	Term 1	Term 2
EYFS		Using a keyboard	Following simple instructions	Taking photos	Programmable toys	Sorting and classifying
Year 1	Improving mouse skills	Algorithms unplugged	Rocket to the moon	Programming Bee-Bot	Digital imagery	Introduction to data
Year 2	What is information technology?	Algorithms and debugging	Computing systems and networks: word processing	Programming: Scratch Jnr	Creating media: stop motion	Data handling: international space station
Year 3	Animation	Transition	Transition	Computing systems and networks: what's a network?	Computing systems and networks: emailing	Computing systems and networks: journey inside a computer
Year 4	Computer systems and networks	Programming: Scratch	Creating media: website design	HTML	Programming: computational thinking	Data handling: investigating weather
Year 5	Computer systems and networks	Music	Mars Rover I	Micro:bit	Stop motion animation	Mars Rover II
Year 6	Secret codes	Intro to Python	Big data I	History of computers	Big data II	Online safety