



**“I am the way, the truth and the life.”**

(John 14:6)

We place our children at the heart of all we do,  
inspired by the love, life and teachings of Jesus.

**We aim to:**

**Nurture, Prepare, Support, Enable**

**Computing Curriculum Overview 2022-23**

	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	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Making music	Programming B – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Video editing	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – Web page creation	Programming B – Sensing