

## Whole School Computing Overview

	Year 3	Year 4	Year 5	Year 6
<b>Autumn 1</b>	Connecting Computers	Photo Editing	Systems and Searching	3D Modelling
<b>Autumn 2</b>	Programming A – Sequencing Sounds	The Internet	Programming A – Selection in physical computing	Communication and Collaboration
<b>Spring 1</b>	Programming B – Events and Actions in Programs	Data Logging	Flat-file Databases	Webpage Creation
<b>Spring 2</b>	Desktop Publishing	Audio Production	Video Production	Introduction to Spreadsheets
<b>Summer 1</b>	Stop Frame Animation	Programming A – Repetition in Shapes	Vector Drawing	Programming A – Variables in Games
<b>Summer 2</b>	Branching Databases	Programming B – Repetition in Games	Programming B – Selection in Quizzes	Programming B – Sensing Movement