

Whole School Computing Overview

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