

# Computing Whole School Overview

- Each class learns Computing through following the *Teach Computing* scheme

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Barefoot resources Stations with apps (EYFS)					
1	Digital painting	Programming A- Moving a Robot	Programming B- Programming animations	Digital Writing	Data and Information – Grouping Data	Computing Systems and Networks - Technology around Us
2	Digital music	Robot algorithms-	Programming quizzes	Digital Photography	Data and Information - Pictograms	Computing Systems and Networks – IT Around Us
3	Programming A- Sequencing sounds	Programming B- Events and actions in programs	Desktop publishing	Stop-Frame Animation	Data and Information – Branching Databases	Computing Systems and Networks – Connecting Computers
4	Programming A – Repetition in Shapes	Programming B – Repetition in Games	Photo Editing	Audio Production	Data and Information – Data Logging	Computing Systems and Networks – The Internet
5	Programming A – Selection in Physical Computing	Programming B – Selection in Quizzes	Vector Graphics	Video Production	Data and Information – Flat- file Databases	Computing Systems and Networks – Systems and Searching
6	Computing systems and networks – communication and collaboration	Creating media – 3D modelling	Creating media – webpage creation	Programming A – variables in games	Data and Information - spreadsheets	Programming B – sensing movement