Computing Overview

	Computing systems and networks	Creating media	Data and information	Programming
EYFS	Tinkering Exploring technology Recognising and using basic parts of a computer Create simple digital content with support			
Year 1	Technology around us	Digital painting Digital writing	Grouping data	Programming a robot Programming animations
Year 2	IT around us	Digital photography Digital music	Pictograms	Robot algorithms Programming quizzes
Year 3	Connecting computers	Stop-frame animations Desktop publishing	Branching databases	Sequencing sounds Events and actions in programs
Year 4	The internet	Audio production Photo editing	Data logging	Repetition in shapes Repetition in games
Year 5	Systems and searching	Video production Introduction to vector graphics	Flat-file databases	Selection in physical computing Selection in quizzes
Year 6	Communication and collaboration	Web page creation 3D modelling	Introduction to spreadsheets	Variables in games If time (sensing movement)