

Cam Hopton C of E Primary School

Computing Curriculum Overview

The Teach Computing curriculum is structured into units for each year group, and each unit is broken down into lessons. Units can generally be taught in any order, with the exception of programming, where concepts and skills rely on prior knowledge and experiences. Lessons must be taught in numerical order.

All classes deliver E-Safety as the first unit.

<https://teachcomputing.org/curriculum/key-stage-1>

<https://teachcomputing.org/curriculum/key-stage-2>

[Early Years](#) | [EN](#) | [Barefoot Computing](#)[Early Years](#) | [EN](#) | [Barefoot Computing](#)

	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
Reception Use Barefoot Computing	E-safety Super Space	Awesome Autumn	Boats Ahoy	Busy Bodies	Early Years Prompt Cards	Summer Fun
Year 1	E-safety Computing systems and networks <u>Technology All Around Us</u>	Creating Media <u>Digital Painting</u>	<u>Programming A</u> <u>Moving a Robot</u>	<u>Data and Information</u> <u>Grouping Data</u>	<u>Creating Media</u> <u>Digital Writing</u>	<u>Programming B</u> <u>Programming Animations</u>
Year 2	E-safety <u>Computing systems and networks – IT around us</u>	<u>Creating media – Digital photography</u>	<u>Programming A – Robot algorithms</u>	<u>Data and information – Pictograms</u>	<u>Creating media - Digital music</u>	<u>Programming B - Programming quizzes</u>

Year 3	<u>E-safety</u> <u>Computing</u> <u>systems and</u> <u>networks –</u> <u>Connecting</u> <u>computers</u>	<u>Creating media -</u> <u>Stop-frame</u> <u>animation</u>	<u>Programming A</u> <u>- Sequencing</u> <u>sounds</u>	<u>Data and</u> <u>information –</u> <u>Branching</u> <u>databases</u>	<u>Creating media –</u> <u>Desktop</u> <u>publishing</u>	<u>Programming B -</u> <u>Events and</u> <u>actions in</u> <u>programs</u>
Year 4	<u>E-safety</u> <u>Computing</u> <u>systems and</u> <u>networks – The</u> <u>Internet</u>	<u>Creating media -</u> <u>Audio production</u>	<u>Programming A –</u> <u>Repetition in</u> <u>shapes</u>	<u>Data and</u> <u>information – Data</u> <u>logging</u>	<u>Creating media –</u> <u>Photo editing</u>	<u>Programming B –</u> <u>Repetition in</u> <u>games</u>
Year 5	<u>E-safety</u> <u>Computing</u> <u>systems and</u> <u>networks -</u> <u>Systems and</u> <u>searching</u>	<u>Creating media -</u> <u>Video production</u>	<u>Programming A –</u> <u>Selection in</u> <u>physical</u> <u>computing</u>	<u>Data and</u> <u>information – Flat-</u> <u>file databases</u>	<u>Creating media –</u> <u>Introduction to</u> <u>vector graphics</u>	<u>Programming B –</u> <u>Selection in</u> <u>quizzes</u>
Year 6	<u>E-safety</u> <u>Computing</u> <u>systems and</u> <u>networks -</u> <u>Communication</u> <u>and collaboration</u>	<u>Creating media –</u> <u>Web page creation</u>	<u>Programming A –</u> <u>Variables in games</u>	<u>Data and</u> <u>information -</u> <u>Introduction to</u> <u>Spreadsheets</u>	<u>Creating media –</u> <u>3D Modelling</u>	<u>Programming B -</u> <u>Sensing movement</u>