



Subject Overview: Computing

algorithm program debugging
sequence variable procedure
programming language
function computational logic
software hardware operating
system abstraction



Concepts	<ul style="list-style-type: none"> • Connect • Digital Literacy • Information Technology • Communicate • Collect • Computer Science • Code 						
	Year Group						
Term	F2	1	2	3	4	5	6
Advent 1	Exploring Hardware	Computing systems and networks – Technology Around us	Computing systems and networks IT around us	Computing Systems and Networks – Connecting Computers	Computing systems and networks – the internet	Computing systems and networks Sharing information	Computing systems and networks Communication
Advent 2	Using a computer	Creating Media – Digital Painting	Creating Media Photography	Creating Media – Animation	Creating Media – Audio Editing	Creating Media Vector Drawing	Creating Media – 3D Modelling
Lent 1	All About Instructions	Creating Media Writing	Creating Media - Music	Creating Media- Desktop Publishing	Creating Media Photo editing	Creating Media Video Editing	Creating Media – Web page creation
Lent 2	Introduction to Data	Data and Information – Grouping Data	Data and Information – Pictograms	Data and Information – Branching databases	Data and Information – Data logging	Data and Information – Flat-file databases	Data and Information – Spreadsheets
Pentecost 1	Supporting a Child-Led Project	– Programming A – Moving a Robot	Programming A – Robot Algorithms	Programming A – Sequencing sounds	Programming A – Repetition in shapes	Programming A – Selection in physical computing	Programming A – Variables in games
Pentecost 2	Programming: Bee Bots	Programming B	Programming B – Introduction to Animation	Programming B – An Introduction to Quizzes	Programming B – Events and actions in programs	Programming B – Repetition in games	Programming B – Selection in quizzes

