



COMPUTING CURRICULUM OVERVIEW

Year 1	Technology Use information technology safely and successfully	Digital painting Create a digital self-portrait	Programming Write an algorithm to move a Bee Bot
Year 2	Photography Take a successful image	Programming Predicting successful outcomes of code	Writing digitally The difference between typing and writing
Year 3	Networks Create a map of our school network	Desktop publishing Create a magazine cover	Programming Predict outcomes using logical reasoning
Year 4	Networks The internet	Media Create a stop-motion animation	Programming Logo
Year 5	Networks Collaborate and create a newsletter	Data Handling Databases	Programming Scratch block coding
Year 6	Data Handling How can spreadsheets help us?	Programming How are web pages created?	Media Creating videos