

Harleston CE Primary Academy - Computing Curriculum 2020-2021

Year Group	Autumn	Spring	Summer
Year 1	Computing Systems and Networks - Technology Around Us Creating Media - Digital Painting	Creating Media - Digital Writing Programming A - Moving a robot	Programming B - Introduction to animation Data and Information - Grouping Data
Year 2	Data and Information - Pictograms Programming A - Robot algorithms	Computing Systems and Networks - Information Technology Around Us Creating Media - Digital Photography	Creating Media - Music Making Programming B - An introduction to quizzes
Year 3	Programming A - Sequence in music Computing Systems and Networks - Connecting Computers	Creating Media - Stop frame animation Data and Information - Branching Databases	Creating Media - Desktop Publishing Programming B - Events and Actions
Year 4	Computing Systems and Networks - The Internet Programming A - Repetition in Shapes	Creating Media - Photo Editing Programming B - Repetition in Games	Data and Information - Data Logging Creating Media - Audio Editing
Year 5	Data and Information - Flat-file Databases Computing Systems and Networks - Sharing Information	Creating Media - Vector Drawing - Programming A - Selection in Physical Computing	Programming B - Selection in quizzes Creating Media - Video Editing
Year 6	Computing Systems and Networks - Communication Data and Information - Spreadsheets (Google Sheets)	Creating Media - 3D Modelling (Tinkercad) Programming A - Variables in Games (Scratch)	Creating Media - Web Page Creation (Google Sites) Programming B - Sensing (micro bit)