

Whole School Computing Foundation Overview

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cherry 4 year rolling curriculum	Year 1 – Technology around us Year 2 – Technology around us Year 3 – Technology around us Year 4 - Technology around us (Digital Literacy)	Year 1 – Digital Painting Year 2 – Digital Painting Year 3 – Digital Painting Year 4 - Digital Painting (IT)	Year 1 – Digital Writing Year 2 – Digital Writing Year 3 – Digital Writing Year 4 - Digital Writing (IT)	Year 1 – Grouping Data Year 2 – Grouping Data Year 3 – Grouping Data Year 4 - Grouping Data (IT)	Year 1 – Moving a robot Year 2 – Moving a robot Year 3 – Moving a robot Year 4 - Moving a robot (Computer Science)	Year 1 – Programming Animations Year 2 – Programming Animations Year 3 – Programming Animations Year 4 - Programming Animations (Computer Science)
Year 3	COMPUTING Computing systems and networks – Connecting computers (Digital Literacy)	COMPUTING Creating media – Desktop publishing (IT)	COMPUTING Creating media – Animation (IT)	COMPUTING Data and information – Branching databases (IT)	COMPUTING Programming A – Sequence in music (Computer Science)	COMPUTING Programming B – Events and actions (Computer Science)
Year 4	COMPUTING – Internet (Digital Literacy)	COMPUTING – Photo editing (IT)	COMPUTING – Audio editing (IT)	COMPUTING – Data logging (IT)	COMPUTING – Programming A (repetition in shapes)	COMPUTING – Programming B (repetition in games)

					(Computer Science)	(Computer Science)
Year 5	COMPUTING Computer Systems (Digital Literacy)	Video Editing (IT)	Vector Drawings (IT)	Databases (IT)	Programming A - Selection in Physical Computing (Computer Science)	Programming B- Selection in Quizzes (Computer Science)
Year 6	Computing systems and networks (Digital Literacy)	Creating media –Web Pages	Creating media-3D modelling	Data information	Programming A – Variables in Games	Programming B - Sensing

Whole school is following 'Teach Computing' Scheme of Work