

Computing Overview



NORTH WINGFIELD PRIMARY
& NURSERY ACADEMY.

Writing in yellow links to Education for a Connected World – Online Safety

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – Technology around us Copyright and ownership Health, well-being and lifestyle	Creating media – Digital Painting	Programming A – moving a robot	Data and information – Grouping Data Copyright and ownership	Creating media – Digital Writing Privacy and security	Programming B – Animations
Year 2	Computing systems and networks – IT around us Health, well-being and lifestyle	Creating media – Digital Photography Self-Image and Identity	Programming A – Robot Algorithms	Data and information – Pictograms Privacy and security	Creating media – Digital Music Copyright and ownership	Programming B – Programming quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation Managing information online Copyright and ownership	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing Managing information online Copyright and ownership	Programming B – Events and actions in programs

<p>Year 4</p>	<p>Computing systems and networks – The Internet</p>	<p>Creating media - Audio production</p> <p>Copyright and ownership</p>	<p>Programming A- Repetition of shape</p>	<p>Data and Information- Data logging</p>	<p>Creating Media</p> <p>Copyright and ownership</p> <p>Self-Image and Identity</p>	<p>Programming B- Repetition in games</p>
<p>Year 5</p>	<p>Computing systems and networks - Systems and searching</p> <p>Copyright and ownership</p>	<p>Creating Media- Video Production</p> <p>Managing online information</p> <p>Online Relationships</p> <p>Online Reputation</p> <p>Self-image and Identity</p>	<p>Programming A – Selection in Physical Computing</p>	<p>Data and information – Flat file databases</p>	<p>Creating media – Introduction to vector graphics</p> <p>Copyright and ownership</p>	<p>Programming B- Selection in quizzes</p>
<p>Year 6</p>	<p>Computing systems and networks: Communication and Collaboration</p> <p>Managing information online</p> <p>Online Reputation</p>	<p>Creating media – Web page creation</p> <p>Copyright and ownership</p> <p>Online relationships</p>	<p>Programming A – Variables in games</p>	<p>Data and information – Spreadsheets</p>	<p>Creating media – 3D Modelling</p> <p>Privacy and security</p>	<p>Programming B – Sensing movement</p>