

# Computing - Unit Overview

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Cycle A	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	<b>Computing systems</b> Technology around us	<b>Creating media</b> Digital painting	<b>Programming A</b> Moving a robot	<b>Data and information</b> Grouping data	<b>Creating media</b> Digital writing	<b>Programming B</b> Programming animations

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Cycle B	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	<b>Computing systems</b> IT around us	<b>Creating media</b> Digital photography	<b>Programming A</b> Robot algorithms	<b>Data and information</b> Pictograms	<b>Creating media</b> Digital music	<b>Programming B</b> Programming quizzes

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Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle A	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	<b>Computing systems</b> The Internet Programming	<b>Creating media</b> Photo editing	<b>Programming A</b> Repetition in shapes	<b>Data and information</b> Data logging	<b>Creating media</b> Audio production	<b>Programming B</b> Repetition in games

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle B	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	<b>Computing systems</b> Connecting computers	<b>Creating media</b> Stop-frame animation	<b>Programming A</b> Sequencing sounds	<b>Data and information</b> Branching databases	<b>Creating media</b> Desktop publishing	<b>Programming B</b> Events and actions in programs

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KS2 Cycle C	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	<b>Computing systems</b> Communication and collaboration	<b>Creating media</b> Web page creation	<b>Programming A</b> Variables in games	<b>Data and information</b> Introduction to Spreadsheets	<b>Creating media</b> 3D Modelling	<b>Programming B</b> Sensing movement

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle D	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	<b>Computing systems</b> Systems and searching	<b>Creating media</b> Video production	<b>Programming A</b> Selection in physical computing	<b>Data and information</b> Flat- file databases	<b>Creating media</b> Introduction to vector graphics	<b>Programming B</b> Selection in quizzes