

# Crowmoor Curriculum - Computing



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Instructions, vocabulary & uses of technology.					
Year 1	Computing Systems and Networks - IT around us	Creating Media - Digital Painting	Programming A - Robot Algorithms	Data and Information - Grouping Data	Creating Media - Digital Writing	Programming B - Introduction to Animation
Year 2	Computing Systems and Networks IT around us	Creating Media - Digital Photography	Programming A - Robot Algorithms	Data and Information - Pictograms	Creating Media - Digital Writing	Programming B - An Introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement