Mixed Age Curriculum

Primary Computing & e-Safety

For Teachers





Long Term Overview: Computing (Teach Computing)



	Γ	Year 1 & Year 2		Year 3	Year 4	Year 5 & Year 6	
_	_	Cycle A	Cycle B	Cycle A & B	Cycle A & B	Cycle A	Cycle B
	Autumn 1	Computing systems and networks IT around us	Computing systems and networks Technology around us	Computing systems and networks Connecting computers	Computing systems and networks The internet	Computing systems and networks Communication	Computing systems and networks Sharing information
	Autumn 2	Programming Robot algorithms	Programming Moving a robot Geography – Here I am	Programming Sequence in music	Creating media Photo editing	Programming Selection in physical computing	Creating Media Vector drawing
	Spring 1	Creating media Making music Science – Living things and their habitats	Creating media Digital painting	Data and information Branching databases Science – Living organisms	Creating media Audio editing Science – Sound	Creating Media 3D modelling Art – Sculpture	Programming Variables in game
	Spring 2	Data and information Pictograms Science – Living things and their habitats	Data and information Grouping data Science – Everyday materials	Creating media Animation Science – Plants Geography – Investigation mountains and volcanoes	Data and information Data logging Science – States of matter	<u>Data and information</u> Spreadsheets	Programming Selection in quizzes
	Summer 1	Programming Digital photography Art – Digital art	Creating media Introduction to animation DT – Moving pictures	Programming Events and actions	Programming Repetition in shames	Programming Sensing Science – Functions of the human body	Creating media Video editing
	Summer 2	Creating media Introduction to quizzes	Programming Digital writing	Creating media Desktop publishing Geography – Looking at Europe	Programming Repetition in games	Creating media Webpage creation	Data and information Flat file databases Geography – Climate across the world

