

Computing Overview 2022-23

AUTUMN

w/c	5 th Sep	12 th Sep	19 th Sep	26 th Sep	3 rd Oct	10 th Oct	17 th Oct	Half Term 2 weeks	7 th Nov	14 th Nov	21 st Nov	29 th Nov	28 th Nov	5 th Dec	12 th Dec	
Reception	Computing systems and networks – Technology around us (TBC with Reception Team)						Art			Creating Media (TBC with Reception Team)						Art
Year 1	Computing systems and networks – Technology around us (1:L1 wL2 name parts, 2:L2switch on, log on, use mouse and L3, 3: L4 & L5 Keyboard skills) L6 in PSHE?						Art			Creating Media- Digital Painting (1: L1, 2: L2, 3: L3)						Art
Year 2	Computing systems and networks – Technology around us (1:L1 & L2, 2: L3 & 4, 3: L5 & 6)						Art			Creating Media- Digital Photography (1: L1 & L2, 2: L4 & L5, 3: L6)						Art
Year 3	Computing systems and networks – Technology around us (1:L1-3, 2:L4 & 5, 3:L6)						Art			Creating Media- Stop frame animation (1: L2, 2: L3, 3: L4)						Art
Year 4	Computing systems and networks – Technology around us (1: L1, 2: L2 & 3, 3: L4 & 5) L6 in PSHE						Art			Creating Media- Audio Production (1: L1, 2: L2, 3: L3)						Art
Year 5	Computing systems and networks – Technology around us (1: L1 & 2, 2: L3 & 4, 3: L5 & 6)						Art			Creating Media- Video Production (1: L2, 2: L3, 3: L4)						Art
Year 6	Computing systems and networks – Technology around us (1: L1 & 2, 2: L3 & L4, 3: L5 & L6)						Art			Creating Media- Webpage Creation (1: L2, 2: L4 & L5, 3: L5 & L6)						Art

SPRING

w/c	2 nd Jan	9 th Jan	16 th Jan	23 rd Jan	30 th Jan	6 th Feb	Half Term 1 week	20 st Feb	27 th Feb	6 th Mar	13 th Mar	20 st Mar	27 th Mar	
Reception	Programming A – Moving a robot (TBC)					Art			Data and information (TBC)					Art
Year 1	Programming A – Moving a robot (1: L1 & L2, 2: L3 & L4, 3: L5 & L6)					Art			Data and information – Grouping data					Art
Year 2	Programming A – Robot Algorithms (1: L1 & L2, 2: L4, 3: L5 & L6)					Art			Data and information – Pictograms					Art
Year 3	Programming A – Sequencing Sounds (1: L1 & L2, 2: L3, 3: L4)					Art			Data and information – Branching Databases					Art
Year 4	Programming A – Repetition in Shapes (1: L1, 2: L2, 3: L3)					Art			Data and information – Data Logging					Art
Year 5	Programming A – Selection in physical computing (1: L1, 2: L2, 3: L3)					Art			Data and information – Flat File Databases					Art
Year 6	Programming A – Variables in games (1: L1 & L2, 2: L3, 3: L5)					Art			Data and information – Spreadsheets					Art

SUMMER

w/c	17 th Apr	24 th Apr	1 st May	8 th May	15 th May	22 nd May	29 th May 1 week	5 th June	12 th June	19 th June	26 th June	3 rd July	10 th July	17 th July	
Reception															
Year 1	Creating media – Digital writing					Art		Programming B - Programming animations							Art
Year 2	Creating media – Digital music					Art		Programming B - Programming quizzes							Art
Year 3	Creating media – Desktop Publishing					Art		Programming B - Events and actions in programs							Art
Year 4	Creating media – Photo Editing					Art		Programming B - Repetition in games							Art
Year 5	Creating media – Introductions to Vector Graphics					Art		Programming B - Selection in Quizzes							Art
Year 6	SATS					Art		Programming B - Sensing Movement							Art