

Whittington CE(VA) Primary School – Computing Curriculum mixed-age overview

	Autumn		Spring		Summer	
Events	National coding week Anti-bullying week Bebras challenge – Computational thinking		Safer internet day		Micro:bit transition unit (y6 – KS3 PE link)	
Term	I	2	I	2	I	2
EYFS	Computational thinking – Awesome autumn/busy bodies		Computational thinking – People who help us/Springtime		Programming – basic algorithms (everyday tasks)/intro to Beebot	
Year 1/2 Cycle A	1. COMPUTING SYSTEMS AND NETWORKS - Technology Around us (Y1)	2. CREATING MEDIA – Digital Painting (Y1)	3. PROGRAMMING A – Moving a Robot (Y1)	COMPUTING SYSTEMS AND NETWORKS – IT Around us (Y2)	Creating Media: Digital Photo (Y2)	PROGRAMMING B - Robot Algorithms (Y2, Prog A)
Year 1/2 Cycle B	Data and Information: Grouping Data (Y1)	CREATING MEDIA – Digital Writing (Y1)	Programming A: Programming Animations (Y1, Prog B)	Data and Information: Pictograms (Y2)	Creating Media: Digital Music (Y2)	Programming B: Programming Quizzes (Y2)
Year 3/4 Cycle A	COMPUTING SYSTEMS AND NETWORKS – Connecting computers	CREATING MEDIA – Stop-frame animation (link)	PROGRAMMING A – Sequencing sounds (music link)	COMPUTING SYSTEMS AND NETWORKS –The internet	CREATING MEDIA – Audio production (English link)	PROGRAMMING A – Repetition in shapes (maths link)
Year 3/4 Cycle B	DATA AND INFORMATION – Branching databases (science link)	CREATING MEDIA – Desktop publishing (English link)	PROGRAMMING B - Events and actions in programs	4. DATA AND INFORMATION – Data logging (science link)	5. CREATING MEDIA – Photo editing (art link)	6. PROGRAMMING B - Repetition in games

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Year 5/6 Cycle A	1. COMPUTING SYSTEMS AND NETWORKS – Systems and searching	2. CREATING MEDIA – Introduction to vector graphics (maths/art link)	3. PROGRAMMING A – Selection in physical computing (Science/DT link- Crumble)	1. COMPUTING SYSTEMS AND NETWORKS – Communication and collaboration	2. CREATING MEDIA – Web page creation (History link)	3. PROGRAMMING A – Variables in games
Year 5/6 Cycle B	4. DATA AND INFORMATION – Flat-file databases (maths link)	2. CREATING MEDIA – Video production (English link)	6. PROGRAMMING B - Selection in quizzes	4. DATA AND INFORMATION – Introduction to spreadsheets (maths link)	5. CREATING MEDIA – 3d Modelling (DT link)	6. PROGRAMMING B – Sensing movement (DT link – Micro:bits)