Computing Curriculum EYFS to Year 6

Year 6

Creating Media: Webpage creation

Programming B: Sensing

Computing systems and networks: Internet communication

Creating Media: 3D Modelling

Data and information: Introduction to spreadsheets

Programming A: Variables in games

Year 5

Computing systems and networks: Sharing Information

Data and information: Flat file databases

Programming B: Selection in quizzes

Creating Media: Video editing

Programming A: Selection in physical computing

Creating Media: Vector drawing

Year 4

Creating Media: Photo editing

Programming A: Repetition in games

Creating Media: Audio editing

Programming A: Repetition in shapes

Data and Information: Data logging

Computing systems and networks: The internet

Year 3

Computing systems and networks – connecting computers

Programming A: Sequencing sounds

Creating Media: Desktop Publishing

Creating Media: Stop frame animation

Data and information: Branching databases

Programming B: events and actions in programs

Year 2

Programming B: Programming quizzes

Programming A: Robot algorithms

Computing systems and networks: Information technology around

Creating media: Digital photography

Creating media: making music

Data and information: Pictograms

Year 1

Computing systems and networks: Technology around us

Programming A: Moving a robot

Creating media: Digital painting

Programming B: Animations

Creating media: Digital writing

Data and information: Grouping Data

EYFS

Painting pictures

Beebot programming

Developing mouse control

Ipad and whiteboard games

Computing in everyday life