

## Fellside Community Primary School Computing Curriculum Overview



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Digital Literacy	Information Technology			Computer Science	
<b>Year 1</b>	Technology around us	Digital Painting	Digital Writing	Grouping Data	Moving a robot	Introduction to animation
<b>Year 2</b>	IT around us	Digital photography	Making music	Pictograms	Robot algorithms	Introduction to quizzes
<b>Year 3</b>	Connecting computers	Animation	Desktop publishing	Branching databases	Sequence in music	Events and actions
<b>Year 4</b>	The Internet	Audio editing	Photo editing	Data logging	Repetition in shapes	Repetition in games
<b>Year 5</b>	Sharing information	Vector drawing	Video editing	Flat-file databases	Selection in physical computing	Selection in quizzes
<b>Year 6</b>	Communication	3D Modelling	Web page creation	Spreadsheets	Variables in games	Sensing

### **Core strands**

Computing systems and networks
Creating media
Data and information
Programming

