



Computing

Continue your lifelong love of learning and personal development

- Programming – Variables in games
- Creating media – Sensing movement
- Programming – 3D Modelling
- Programming – Selection in quizzes
- Creating media – Introduction to vector graphics
- Programming – Selection in physical computing

Year B



5 & 6

Year A

- Computing systems and networks – Systems and searching
- Creating media – Video production
- Data and information – Flat-file databases
- Computing systems and networks – Communication and collaboration
- Creating media – Web page creation
- Data and information – introduction to spreadsheets

- Programming – Repetition in games
- Creating media – Photo editing
- Programming – Repetition in shapes
- Programming – Events and actions in programmes
- Creating media – Desktop publishing
- Programming – sequencing sounds

Year B



3 & 4

Year A

- Computing systems and networks – connecting computers
- Creating Media – Stop frame animation
- Data and information – Branching data bases
- Computing systems and networks – The Internet
- Creating media – Audio production
- Data and information – Data Logging

- Programming - Quizzes
- Creating media – Digital music
- Programming – Robot algorithms
- Programming - animations
- Creating media – Digital writing
- Programming – moving a robot

Year B



1 & 2

Year A

- Computing systems and Networks – Technology around us
- Creating media - Painting
- Data and Information – Grouping data
- Computing systems and Networks – IT around us
- Creating media - Photography
- Data and Information - Pictograms

Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.

Know and talk about the different factors that support their overall health and well-being: sensible amounts of 'screen-time'

Develop their motor skills so that they can use a range of tools competently, safely and confidently.

Year A & B

EYFS

Explain the reasons for rules, know right and wrong and try to behave accordingly

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

