

Computing Unit Overview Y1-6

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A -Moving a robot	Online Safety	Creating media – Digital writing	Programming B - Programming animations
2	Computing systems and networks – IT around us	Creating media – Digital photography Digital music	Programming A – Robot algorithms	Online Safety	Data and information – Pictograms	Programming B - Programming quizzes
3	Computing systems and networks – Connecting computers	Programming A - Sequencing sounds	Data and information – Branching databases	Online Safety	Creating media – Desktop publishing	Programming B - Events and actions in programs
4	Computing systems and networks – The Internet	Programming A – Repetition in shapes	Data and information – Data logging	Online Safety	Creating media – Audio production Photo editing	Programming B – Repetition in games
5	Computing systems and networks - Systems and searching	Programming A – Selection in physical computing	Data and information – Flat-file databases	Online Safety	Creating media - Video production	Programming B – Selection in quizzes
6	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Introduction to Spreadsheets Online Safety		Programming B - Sensing movement

Blue – Teach Computing units

Red – Online Safety. Use Project Evolve or Be Internet Legends. Check progression map to ensure coverage

Yellow highlight – two units combined. Have a look at the progression document to see what the key skills are, and then combine units to ensure these are being met. (Y2 could split the creating media unit to use Spring 2 as well, but cut the number of lessons in each unit)