

Computing 2024/25

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3 / 4	Year 3	3.1 Computing systems and networks: Connecting computers <u>Project Evolve</u> Y3/4 Health, Wellbeing and Lifestyle	3.2 Creating media: Stop-frame Animation	3.3 Programming A: Sequencing sounds Safer Internet Day <u>Project Evolve</u> Y3/4 Online Bullying	3.4 Data and information: Branching Databases	3.5 Creating media: Desktop publishing <u>Project Evolve</u> Y3/4 Online Relationships	3.6 Programming B: Events and actions in programs
	Year 4	4.1 Computing systems and networks: The internet <u>Project Evolve</u> Y3/4 Self-image and Identity	4.2 Creating media: Audio production	4.3 Programming A: Repetition in shapes Safer Internet Day <u>Project Evolve</u> Y3/4 Online Reputation	4.4 Data and information: Data logging	4.5 Creating media: Photo editing <u>Project Evolve</u> Y3/4 Managing Online Information	4.6 Programming B: Repetition in games
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5 / 6	Year 5	5.1 Computing systems and networks: Systems and searching <u>Project Evolve</u> Y5/6 Health, Wellbeing and Lifestyle	5.2 Creating media: Video production	5.3 Programming A: Selection in physical computing Safer Internet Day <u>Project Evolve</u> Y5/6 Online Bullying	5.4 Data and information: Flat-file databases	5.5 Creating media: Introduction to vector graphics <u>Project Evolve</u> Y5/6 Online Relationships	5.6 Programming B: Selection in quizzes
	Year 6	6.1 Computing systems and networks: Communication and collaboration <u>Project Evolve</u> Y5/6 Self-image and Identity	6.2 Creating media: Webpage creation	6.3 Programming B: Variables in games Safer Internet Day <u>Project Evolve</u> Y5 Managing Online Information	6.4 Data and information: Introduction to Spreadsheets	6.5 Creating media: 3D modelling <u>Project Evolve</u> Y6 Managing Online Information	6.6 Programming B: Sensing movement