

### Village Primary School Computing Curriculum Overview

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
	Computer Systems & Networks	Creating Media	Programming	Data & Information	Creating Media	Programming
<b>Year 1</b>	Technology Around Us & Mouse/Keyboard Skills	Digital Art 1 & 2	<u>Unplugged programming</u>	<i>Grouping Data</i>	Texts and Images Comic Creator	<u>Make it move!</u> (Beebots)
<b>Year 2</b>	IT Around Us & Keyboard Skills	<i>Digital Photography</i>	Introduction to Programming	Pictograms	Ebook Creation	Developing Programming
<b>Year 3</b>	Connecting Computers & Typing	Digital Art	Programming with Scratch	Infographs  Branching Databases	Document Editing & Creating  Comic Creation	Programming with Kodu
<b>Year 4</b>	Inside a Computer & The Internet	3D Design	Programming with Scratch	Data Handling	Ebook Creation	Physical Devices (Micro:bits)
<b>Year 5</b>	Computer Networks & Typing	Image Editing (6)	Programming with Scratch	Data Handling	Ebook Creation	Text-based programming
<b>Year 6</b>	Computers: Past, Present & Future including AI.	Graphic Design	Programming with Scratch	Data Detectives	Web Design	Python Programming Language