



Computing Overview (2 year cycle)

Cycle A				Cycle B		
Academic Year 2022 - 23				Academic Year 2023 - 24		
Year 1&2	Year 3&4	Year 5&6	Term	Year 1&2	Year 3&4	Year 5&6
Improving mouse skills Computing systems and networks (Year 1)	Emailing Computing systems and networks (Year 3)	Micro : bit Programming (Year 5)	Autumn 1	Bee-bots Programming (Year 1)	Programming: music Programming (Year 5)	Programming: Music Programming (Year 5)
Programming 1 - Algorithms Unplugged Programming (Year 1)	Programming: Scratch Programming (Year 3)	Mars Rover 1 Data handling (Year 5)	Autumn 2	Digital imagery Creating media (Year 1)	Stop motion animation Creating media (Year 5)	Stop motion animation Creating media (Year 5)
Rocket to the moon Skills showcase (Year 1)	Video Trailers Creating media (Year 3)	Mars Rover 2 Skills showcase (Year 5)	Spring 1	Introduction to data Data handling (Year 1)	Search engines Computing systems and networks (Year 5)	Search engines Computing systems and networks (Year 5)
What is a computer? Computing systems and networks (Year 2)	Website Design Creating media (Year 4)	Bletchley Park Computing systems and networks (Year 6)	Spring 2	Programming 2 - Scratch Junior Programming (Year 2)	Big data 1 Data handling (Year 6)	Big data 1 Data handling (Year 6)
Algorithms and debugging Programming (Year 2)	Further coding with scratch Programming (Year 4)	History of computers Creating media (Year 6)	Summer 1	Stop-motion Creating media (Year 2)	Big data 2 Data handling (Year 6)	Big data 2 Data handling (Year 6)
Word processing Computing systems and networks (Year 2)	Computational thinking Programming (Year 4)	Inventing a product Skills showcase (Year 6)	Summer 2	International space station Data handling (Year 2)	Introduction to Python Programming (Year 6)	Introduction to Python Programming (Year 6)