

## CURRICULUM OVERVIEW – COMPUTING

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>EYFS / Y1</b>	Technology around us Project Evolve – Online Relationships	Programming – moving a robot	Digital Drawing Project Evolve - Self Image and Identity	Digital Writing	Project Evolve - Online bullying and reputation	Animation
<b>Y1 / Y2</b>	IT around us Project Evolve: Online Relationships	Programming: Robot algorithms	Project Evolve Self Image and Identity	Programming: Quizzes	Project Evolve - Online bullying and reputation	Pictograms
<b>Y3</b>	Connecting Computers Project Evolve: Online Relationships	Branching Databases	Project Evolve: <u>Self image</u> and Identity Programming – sequencing sound	Programming – events and actions	Project Evolve - Online bullying and reputation	Desktop publishing
<b>Y4</b>	The Internet Project Evolve: Online Relationships	Repetition in Shape	Repetition in Games Project Evolve - Self Image and Identity	Photo editing	Project Evolve - Online bullying and reputation	Data logging ( <del>microbits</del> )
<b>Y5</b>	Systems and Searching Project Evolve: Online Relationships	Flat file databases	Project Evolve - Self Image and Identity	Programming - selection in quizzes	Project Evolve - Online bullying and reputation Vector Drawing	Programming - Sensing movement ( <del>microbits</del> )
<b>Y6</b>	<b>Systems and Searching (25/26)</b> Communication and Collaboration Project Evolve: Online Relationships	<b>Flat file databases (25/26)</b> Programming - variables	Project Evolve - Self Image and Identity	<b>Programming - Sensing Movement (25/26)</b> Spreadsheets	Project Evolve - Online bullying and reputation <b>Vector Drawing (25/26)</b> Web Page Creation	Programming - selection in physical computing (Crumble)