

The Computing Curriculum

Cycle 1



Early Years

Listening to Music

Watching a Video Clip

Playing Games on the Interactive Whiteboard

Using a Beebot

Take a Photograph with a Camera or Tablet.

Searching for Information on the Internet

Year 1/2

Technology Around us

Digital Painting

Moving a Robot (Beebot)

Pictograms

Making Music

Programming Quizzes PG

Year 3/4

Connecting Computers

Stop-Frame Animation

Sequencing Sounds PG

Branching Databases

Desktop Publishing

Repetition in Games PG

Year 5/6

Systems and Searching

Video Editing

Selection in Physical Computing (Crumbles) PG

Flat-File Databases

Vector Drawing

Variables in Games PG

The Computing Curriculum

Cycle 2



Early Years

Listening to Music

Watching a Video Clip

Playing Games on the Interactive Whiteboard

Using a Beebot

Take a Photograph with a Camera or Tablet.

Searching for Information on the Internet

Year 1/2

Information Technology Around Us

Grouping Data

Programming Animations PG

Digital Photography

Digital Writing

Robot Algorithms (Beebots) PG

Year 3/4

Events and Actions in Games PG

The Internet

Audio Editing

Repetition in Shapes PG

Photo Editing

Data Logging

Year 5/6

Internet Communication

Webpage Creation

Selection in Quizzes PG

Introduction to Spreadsheets

3D Modeling

Sensing (Micro:bit) PG