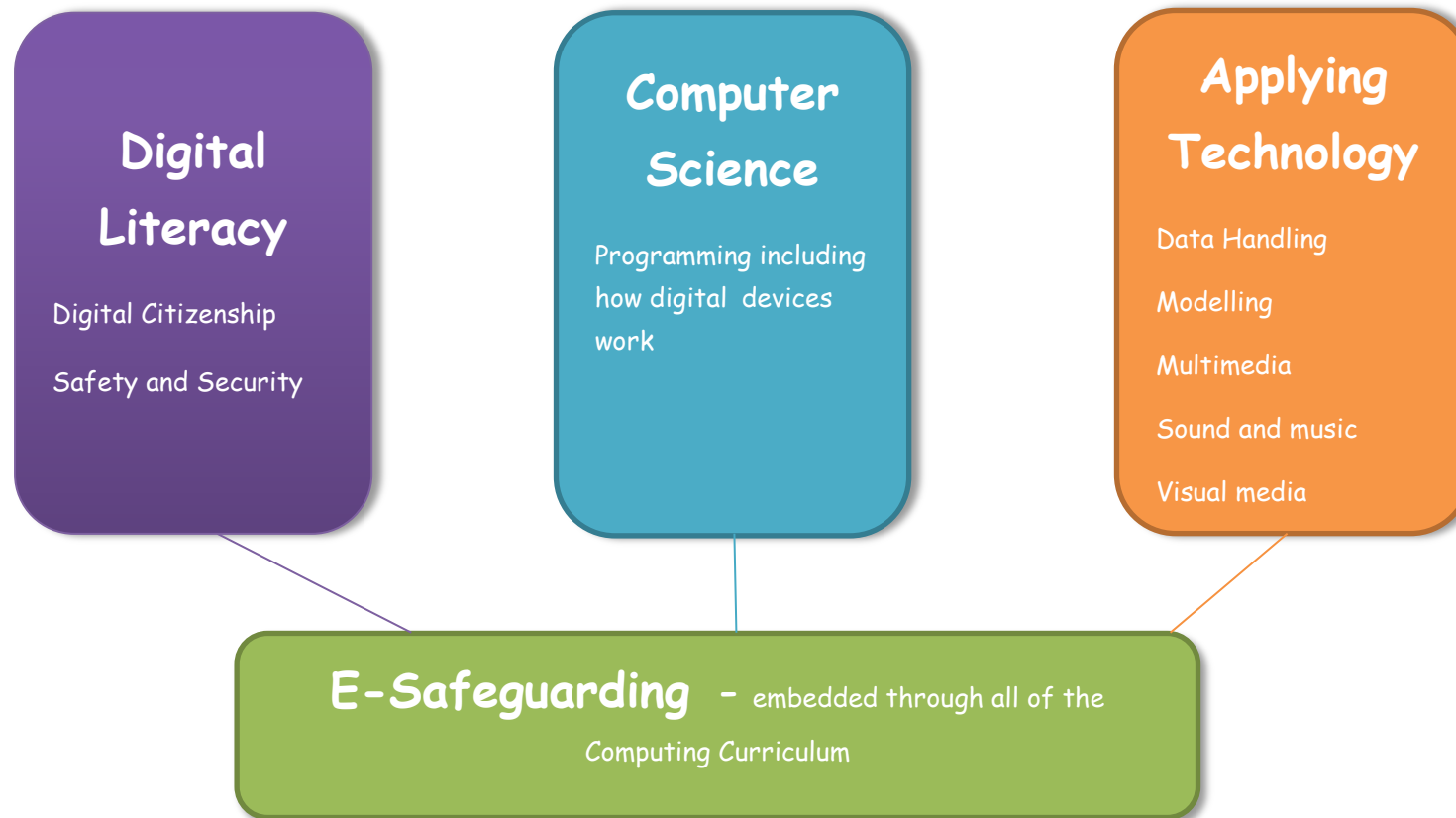# The Computing Curriculum

The Computing Curriculum has been split into four specific areas. These areas are Digital Literacy, Computer Science, Applying Technology and E-safeguarding. Each of the areas are broken down into strands which are shown in the diagram below:

Digital Literacy

Digital Citizenship

Safety and Security

Computer Science

Programming including how digital devices work

Applying Technology

Data Handling

Modelling

Multimedia

Sound and music

Visual media

E-Safeguarding – embedded through all of the Computing Curriculum

	Autumn 1st Half	Autumn 2nd Half	Spring 1st Half	Spring 2nd Half	Summer 1st Half	Summer 2nd Half
Year 1	Logging on to the network Programming with Espresso Coding	Digital Literacy We can explore safely	I can use the computer make my work look interesting	I can collect and use data	I can use a beebot	I can collect sound and add it to my work
Year 2	Programming with Espresso Coding	Digital Literacy What's good and what's not!	I can combine text and graphics	I can create an interactive presentation	Programming what's inside	I can begin to research a topic using software and the internet
Year 3	Programming with Espresso Coding	Digital Literacy Careful communication	I know about databases	I can research	I can present my research	Programming How does it all work
Year 4	Programming with Espresso Coding	Digital Literacy Think!	3d making and building	Music, sound and pictures	Presenting and publishing	Programming
Year 5	Programming with Espresso Coding	Digital Literacy Be Smart	Spreadsheets Including graphs	Animation Programming Using scratch	Building a Website	Programming with Espresso
Year 6	Programming with Espresso Coding	Digital Literacy Be smarter	Graphics and sounds (sizes files etc)	Researching skills using mindmaps	Animation Programming Using scratch	Programming with Espresso