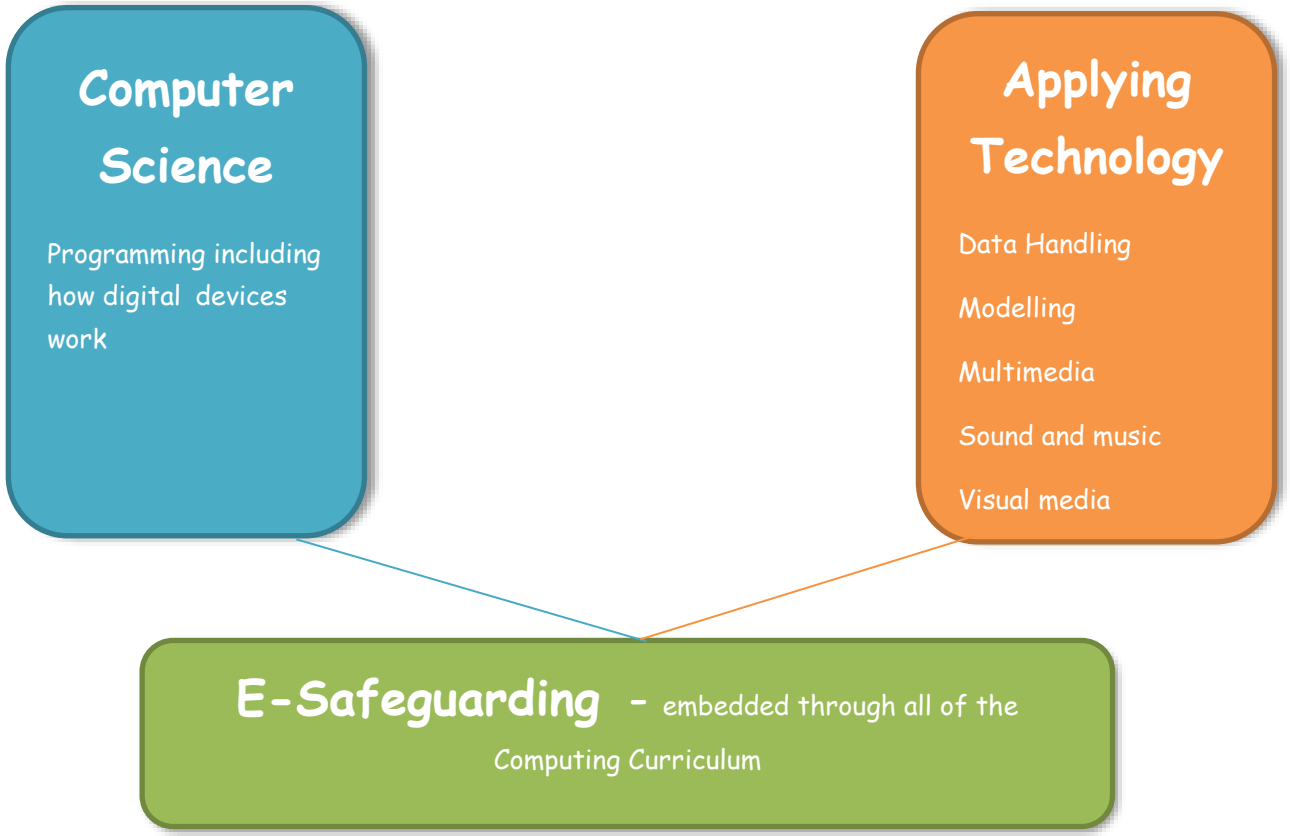
The Computing Curriculum

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



	Autumn 1st Half	Autumn 2nd Half	Spring 1st Half	Spring 2nd Half	Summer 1st Half	Summer 2nd Half
Year 1	Logging on/Mouse skills I can use the computer make my work look interesting	Programming with Discovery Coding	Painting skills using a computer	Internet Safety	I can collect and use data	More Coding with Discovery Coding
Year 2	Programming with Discovery Coding	I can combine text graphics	Digital Art	Internet Safety	Computer systems and networks	More Coding with Discovery Coding
Year 3	Programming with Discovery Coding	Using text and graphics effectively	An introduction to Scratch Programming	Internet Safety	More Coding with Discovery Coding	Drawing and Desktop publishing
Year 4	Programming with Discovery Coding	Creating Media - Photo Editing	Scratch - questions and quizzes	Internet Safety	More Coding with Discovery Coding	Digital Media
Year 5	Programming with Discovery Coding	3d modelling using SketchUp	Scratch – making games	Internet Safety	Radio Station podcast	How the internet works
Year 6	Programming with Discovery Coding	Spreadsheets Including graphs	Scratch - animated stories	Internet Safety	Computer Systems and networks	Programming with Discovery including python and html

Please note that this timetable may be adapted to ensure that pupils are caught up after Covid 19 disruption.