Teach Computing Curriculum Overview

	Autumn 1 Computing Systems and Networks	Autumn 2 Creating Media	Spring 1 Programming A	Spring 2 Data & Information	Summer 1 Creating Media	Summer 2 Programming B
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop-Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events & Actions in Programs
Year 4	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Systems & Searching	Video Production	Selection in Physical Computing	Flat-File Databases	Vector Graphics	Selection in Quizzes
Year 6	Communication & Collaboration	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement

◯ Computer Science

◯ Information Technology