



Computing Curriculum

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
EYFS	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Data handling: Introduction to data	
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Commands unplugged 2 options	Creating media: Digital imagery	Programming 2: Bee-Bots 4 options	Online safety: Year 1
Year 2	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Data handling: International Space Station	Option 1: Programming 2: MakeCode 2 options	Online safety: Year 2
Year 3	Computing systems and networks 1: Networks	Computing systems and networks 3: Journey inside a computer	Video trailers – Option 1: Using devices other than iPads 2 options	Programming: Scratch	Online safety: Year 3
Year 4	Google: Computing systems and networks: Collaborative learning 2 options	Programming 1: Further coding with Scratch	Data handling: Investigating weather	Computing systems: Websites, search and storage	Online safety: Year 4
Year 5	Computing systems and networks: Search engines	Data handling: Mars Rover 1	Stop-motion animation – Option 1: Using Stop Motion Studio 2 options		Online safety: Year 5
Year 6	Computing systems and networks: Bletchley Park and the history of computers	Data handling 1: Big Data 1	Computing systems and networks: Exploring AI	New! Programming: Exploring Python 2 options	Online safety: Year 6

Ask me anything...

