

Computing Framework Overview (2023/24)

Overview This progression map shows the concepts taught to pupils from Year 1 to Year 6. Computing is mapped across each term and concepts revisited incorporating a spiral approach through retrieval this is to ensure we broaden and deepen pupils' knowledge and they have the chance to use and apply new knowledge.						
Year 1	Computing Systems and Networks <i>Technology Around Us</i>	Creating Media Digital Painting	Programming Moving a Robot	Data and Information <i>Grouping Data</i>	Creating Media Digital Writing	Programming Programming Animations
Year 2	Computing Systems and Networks <i>IT Around Us</i>	Creating Media Digital Photography	Programming Robot Algorithms	Data and Information <i>Pictograms</i>	Creating Media Digital Music	Programming Programming Quizzes
Year 3	Computing Systems and Networks Connecting Computers	Creating Media Stop-frame animation	Programming Sequencing Sounds	Data and Information Branching Databases	Creating Media Desktop Publishing	Programming Events and Actions in Programs
Year 4	Computing Systems and Networks <i>The Internet</i>	Creating Media Photo Editing	Programming Repetition in Shapes	Programming Repetition in Games	Data and Information <i>Data Logging</i>	Creating Media Audio Editing
Year 5	Computing Systems and Networks Systems and Searching	Creating Media Video Production	Programming Selection in Physical Computing	Data and Information Flat-file Databases	Creating Media Vector Graphics	Programming Selection in Quizzes
Year 6	Computing Systems and Networks Communication and Collaboration	Creating Media Web Page Creation	Programming Variables in Games	Data and Information Introduction to Spreadsheets	Creating Media 3D Modelling	Programming Sensing Movement