ECCLESTON ST. MARY'S CE PRIMARY SCHOOL CURRICULUM OVERVIEW – COMPUTING

YEAR GROUP	TOPIC ONE	TOPIC TWO	TOPIC THREE	TOPIC FOUR	TOPIC FIVE	TOPIC SIX
RECEPTION	Computing in EYFS involves using technology to support learning and development across the seven areas of the EYFS framework. Computing in EYFS can also include unplugged activities that develop skills such as listening, problem solving, creativity and collaboration. Some examples of computing in EYFS are: • Using cameras, tablets or microphones to record and share experiences • Playing with programmable toys, such as Bee-Bots or Code-a-Pillars • Exploring patterns, shapes and sequences with tangrams, beads or peg boards • Following and giving instructions for simple tasks or games • Creating stories, drawings or animations with digital tools					
	Y1 – 6 follow the Teach Computing Curriculum produced by the National Centre for Computing Education					
	COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	PROGRAMMING A	DATA AND INFORMATION	CREATING MEDIA	PROGRAMMING B
YEAR ONE	TECHNOLOGY AROUND US	DIGITAL PAINTING	MOVING A ROBOT	GROUPING DATA	DIGITAL WRITING	PROGRAMMING ANIMATIONS
YEAR TWO	IT AROUND US	DIGITAL PHOTOGRAPHY	ROBOT ALGORITHMS	PICTOGRAMS	DIGITAL MUSIC	PROGRAMMING QUIZZES
YEAR THREE	CONNECTING COMPUTERS	STOP-FRAME ANIMATION	SEQUENCING SOUNDS	BRANCHING DATABASES	DESKTOP PUBLISHING	EVENTS AND ACTIONS IN PROGRAMS
YEAR FOUR	THE INTERNET	AUDIO PRODUCTION	REPETITION IN SHAPES	DATA LOGGING	PHOTO EDITING	REPETITION IN GAMES
YEAR FIVE	SYSTEMS AND SEARCHING	VIDEO PRODUCTION	SELECTION IN PHYSICAL COMPUTING	FLAT-FILE DATABASES	INTRODUCTION TO VECTOR GRAPHICS	SELECTION IN QUIZZES
YEAR SIX	COMMUNICATION AND COLLABORATION	WEB PAGE CREATION	VARIABLES IN GAMES	INTRODUCTION TO SPREADSHEETS	3D MODELLING	SENSING MOVEMENT