

New Computing Curriculum based upon Teach Computing from the National Centre for Computing Education

Cycle B

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Strand	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1.2	Information technology around us	Digital painting	Moving a robot	Pictograms	Digital writing	Programming animation
Year 3.4	The internet Only lessons 4,5,6 condense others.	Stop-frame animation	Repetition in shapes	Branching data base	Photo editing	Repetition in programming
Year 5.6	Communication and collaboration	Video production	Selection in quizzes	Flat-file databases	Selection in physical computing	Introduction to vector graphics

Cycle A

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Strands	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1.2	Technology around us	Digital photography	Robot algorithms	Grouping data	Digital music	Programming quizzes
Year 3.4	Connecting computers Kudo	Audio production	Sequencing sound	Data logging	Desktop publishing	Events and actions in programming
Year 5.6	Systems and searching	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement