

## Computing Layer 1: Whole- school overview

Multi-media	Programming	Data Handling	Digital Literacy	Information Technology
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Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1	Grouping data	Programming A - Moving a robot	Digital painting	Programming B - Programming animations	Technology around us	Digital Writing
	Making good choices online					Making good choices online
2	Digital photography	Programming A -Robot Algorithms	Pictograms	Programming B - Introduction to quizzes	Information Technology around us	Making music
	Knowing who and what to trust online					Knowing who and what to trust online
3	Desktop publishing (ppt and Word)	Programming A - Sequence in Music	Branching databases	Programming B -Events and Action	Connecting computers	Stop frame animation
	SMART rules to e- safety – ACCEPT					SMART rules to e-safety - RELIABLE
4	Vector drawing	Programming A - Repetition in shapes	Thinking online decisions through	Programming B- Repetition in games	The internet	Audio editing
					Managing content	
5	Photo editing	Programming A - Physical computing	Flatfile databases	Programming B- Selection in quizzes	Sharing information	3D Modelling
	Body image and copyright					Critical thinking on reliability
6	Web page creation	Programming A Variation in games	Spreadsheets	Programming B - Sensing – physical computing	Communication	Video editing
	Contact online					Cyberbullying