Teach Computing curriculum Overview

Year group	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Technology around us	Digital painting	Moving a Robot	Grouping data	Digital writing	Programming animations
Year 2	Technology all around us	Pictograms	Making music	Robot Algorithms using WEDO	Espresso coding	An introduction to quizzes
Year 3	Connecting computers	E Safety	Programming A – sequence in music	Branching databases	Desktop publishing/Stop Frame?	Events and actions Using scratch
Year 4	The Internet	Photo Editing Espresso	Programming repetition in shapes	Data Logging	Audio Editing	Scratch Repetition in games
Year 5	Sharing Information	Vector Drawing	Flat-file databases Espresso coding	Video editing Scratch	Selection in physical computing (Mindstorms robots)	Selection in quizzes

Year 6	Communication	Webpage creation		Introduction to spreadsheets	3D modelling	Sensing (Mindstorms)