CBS Computing Curriculum Overview

	Autumn 1 Computing System and networks	Autumn 2 Creating Media	Spring 1 Programming A	Spring 2 Data and Information	Summer 1 Creating Media	Summer 2 Programming B
Year 1	Technology around us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology around us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	Stop Frame animations	Sequencing Sounds	Bracnching Databases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio Production	Repetition in shapes	Data Logging	Paint	Repetition in games
Year 5	Systems and Searching	Video Production	Selection in physical computing (microbits)	Fact File Databases	Vector Drawing	Selection in quizzes
Year 6	Communication and collaboration	Webpage creation	Variables in Games	Introduction to spread sheets	3D Modelling	Sensing (Crumble)