Computing Overview

Birchfield PRIMARY SCHOOL

Part of the Prince Albert COMMUNITY TRUST

Year Group	Autumn		Spring		Summer	
1	Technology around us CS, AL	Digital painting ET, CM	Moving a robot AL, PG	Grouping data DI, AL	Digital writing ET, CM	Programming animations PG, DD
2	Information technology around us NW, CS	Digital photography ET, CM	Robot algorithms AL, PG	Pictograms DI, ET	Making music CM, DD	Programming quizzes PG, DD
3	Connecting computers NW, CS	Stop-frame animation ET, CM	Sequencing sounds PG, DD	Branching databases DI, ET	Desktop publishing ET, CM	Events and actions in programs PG, DD
4	The internet NW, SS	Audio production ET, CM	Repetition in shapes AL, PG	Photo editing ET, CM	Data logging CS, DI	Repetition in games PG, DD
5	Systems and Searching NW, ET	Video production CM, DD	Introduction to vector graphics ET, CM	Flat-file databases DI, ET	Selection in physical computing PG, CS	Selection in quizzes AL, PG
6	Webpage creation CM, DD	Communication & Collaboration NW, ET	Variables in games PG, DD	Introduction to spreadsheets ET, DI	3D modelling ET, CM	Sensing PG, CS