



Computing Coverage (Teach Computing)



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks Technology around us Recognising technology in school and using it responsibly.	Creating media Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Programming A Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Data and information Grouping data Exploring object labels, then using them to sort and group objects by properties.	Creating media Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming B - Programming animations Designing and programming the movement of a character on screen to tell stories.
Year 2	Computing systems and networks Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Creating media Digital photography Capturing and changing digital photographs for different purposes.	Programming A Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Data and information Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Creating media Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming B Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Computing systems and networks Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Creating media Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Programming A Sequencing sounds Creating sequences in a block-based programming language to make music.	Data and information Branching databases Building and using branching databases to group objects using yes/no questions.	Creating media Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Programming B Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	Computing systems and networks The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Creating media Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Programming A Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data and information Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Creating media Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Programming B Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	Computing systems and networks Systems and searching Recognising IT systems around us and how they allow us to search the internet.	Creating media Video production Planning, capturing, and editing video to produce a short film.	Programming A Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Data and information Flat-file databases Using a database to order data and create charts to answer questions.	Creating media Vector drawing Creating images in a drawing program by using layers and groups of objects.	Programming B Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Computing systems and networks Communication and collaboration Identifying and exploring how data is transferred and information is shared online.	Creating media Web page creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Programming A Variables in games Exploring variables when designing and coding a game.	Data and information Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	Creating media 3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Programming B Sensing Designing and coding a project that captures inputs from a physical device.