Computing 2023-2024

NOTE: Online Safety Must also be covered throughout the year

	Year 1 Year 1 Units	Year 1.2 Year 2 Units	Year 3.4 Year 3 Units	Year 4.5 Year 5 Units	Year 5.6 Year 6 Units
Term 1.1	Computing systems and networks: Improving mouse skills	Computing systems and networks 1: What is a computer?	Computing systems and networks 1: Networks and the internet	Computing systems and networks: Search engines	Computing systems and networks: Bletchley Park
Term 1.2	Skills showcase: Rocket to the moon	Computing systems and networks 2: Word processing	Computing systems and networks 2: Emailing	Programming 1: Music	Skills showcase: Inventing a product
Term 2.1	Programming 1: Algorithms unplugged	Programming 1: Algorithms and debugging	Computing systems and networks 3: Journey inside a computer	Programming 2: Micro:bit	Creating media: History of computers
Term 2.2	Programming 2: Bee-Bot (can do virtual BeeBot if short on resources)	Programming 2: ScratchJr	Programming: Scratch	Creating media: Stop motion animation	Programming: Intro to Python
Term 3.1	Creating media: Digital imagery	Creating media: Stop motion	Creating media: Video trailers (Previously called 'Digital literacy')	Data handling: Mars Rover 1	Data handling 1: Big Data 1
Term 3.2	Data handling: Introduction to data	Data handling: International Space Station	Data handling: Comparison cards databases	Skills showcase: Mars Rover 2	Data handling 2: Big Data 2