Computing - Long term overview

For computing, we use the 'Teach Computing' curriculum. The units for each year group are listed below and the numbers correlate to the unit order on the Teach Computing website which can be accessed by signing in at https://teachcomputing.org/ Once teachers have set up an account individually, all planning and resources can be found here https://teachcomputing.org/curriculum

Computing sessions should be roughly 45 minutes with each unit having 6 sessions in it.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	All about me	Let's celebrate	Terrific Tales	Amazing Animals	Come Outside	Out of this World
Year 1	Technology around us (1.1)	Digital painting (1.2)	Moving a robot (1.3)	Grouping data (1.4)	Digital Writing (1.5)	Programming animations (1.6)
Year 2	Information technology around us (2.1)	Digital photography (2.2)	Robot algorithms (2.3)	Pictograms (2.4)	Digital music (2.5)	Programming quizzes (2.6)
Year 3	Connecting computers (3.1)	Stop-frame animation (3.2)	Sequencing sounds (3.3)	Branching databases (3.4)	Desktop publishing (3.5)	Events and actions in programmes (3.6)
Year 4	The internet (4.1)	Audio production (4.2)	Repetition in shapes (4.3)	Data logging (4.4)	Photo editing (4.5)	Repetition in games (4.6)
Year 5	Systems and searching (5.1)	Video production (5.2)	Selection in physical computing (5.3)	Flat-file databases (5.4)	Introduction to vector graphics (5.5)	Selection in quizzes (5.6)
Year 6	Communication and collaboration (6.1)	Webpage creation (6.2)	Variables in games (6.3)	Introduction to spreadsheets (6.4)	3D modelling (6.5)	Sensing movement (6.6)

Progression in computing

The document linked below outlines the progression of skills within computing, and corresponding unit links for each year group.

https://static.teachcomputing.org/curriculum_journey.pdf?_ga=2.122744654.432824602.1669718245-1673550675.1669718245