Sabden Computing Overview Year A and B

Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks	Creating Media	Programming A	Data and information	Creating media	Programming B
EYFS						
Year 1 and 2	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 3 and 4	Connecting computers	Stop Frame Animation	Sequencing sounds	Branching databases	Desktop Publishing	Events and actions in programmes
Year 5 and 6	Sharing information	Video production	Selection in physical computing	Flat-file databases	Vector Drawing	Selection in quizzes

Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks	Creating Media	Programming A	Data and information	Creating media	Programming B
EYFS						
Year 1 and 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Making music	Programming quizzes
Year 3 and 4	The internet	Audio production	Repetition in shapes	Data Logging	Photo editing	Repetition in games
Year 5 and 6	Internet communication	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing