



## Computing Curriculum Overview 2023 -24

	Computer Systems & Networks	Programming*		Creating Media		Data & Information	Online Safety
Y3	<b>Connecting Computers</b>	<b>Sequence in music</b>	<b>Events and actions</b>	<b>Desktop publishing</b>		<b>Branching Databases</b>	<b>Online Safety</b> SMART Rules Web Research
Y4	<b>The Internet</b>	<b>Repetition in Shapes</b>	<b>Repetition in Games</b>	<b>Audio Editing</b>	<b>Photo Editing</b>	<b>Data Logging</b>	<b>Online Safety</b> Security & Privacy Password Safety
Y5	<b>Systems &amp; Sharing</b>	<b>Selection in Physical Computing</b>	<b>Selection In Quizzes</b>	<b>Video Production</b>	<b>Introduction to Vector Graphics</b>	<b>Flat-File Databases</b>	<b>Online Safety</b> Online Reputation Using Apps
Y6	<b>Communication &amp; Collaboration</b>	<b>Variables in Games</b>	<b>Sensing Movement</b>	<b>Webpage Creation</b>	<b>3D Modelling</b>	<b>Spreadsheets</b>	<b>Online Safety</b> Fake Profiles Online Relationships

\*Programming units need to be completed in the order indicated above

Online Safety is also taught in PRHSE lessons & School Worship (see Online Safety Overview)

Additional enrichment activities: 'Bebras', 'Tech She Can' & STEM visit