

## Computing Curriculum 2022-23

	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Term 1</b>	E- safety Getting started	What is a computer? E-safety	Emailing	Collaborative learning	Creating media – stop motion animations	Computing Systems and Networks: Bletchley Park
<b>Term 2</b>	Algorithms unplugged	Algorithms & debugging E-safety	Networks and the Internet	Website design	Online safety	Programming: Intro to Python
<b>Term 3</b>	Programming	Word processing E-safety	Scratch	Investigating weather	Computing systems and search engines	Data Handling: Bar codes, infrared signals
<b>Term 4</b>	Digital imagery	Programming	Journey inside a computer	Scratch	Programming music	Creating Media: History of Computers
<b>Term 5</b>	Rocket to the moon	International Space Station	Top trumps databases	HTML	Data handling	Skills Showcase: Inventing a Product
<b>Term 6</b>	Introduction to data	Stop motion	Digital literacy	Computational thinking	Data handling	Online Safety