



Computing Yearly Overview

'Journeying together with hope and aspiration'

Cycle	Team	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A - Years where September is in an odd year (2023, 2025, 2027)	2	Grouping data Copyright and Ownership	Digital Writing Privacy and Security	Programming animations	Pictograms Self-image and Identity Health, Wellbeing and Lifestyle Privacy and Security	Digital music Copyright and Ownership	Programming quizzes
	3	Branching databases	Desktop publishing Managing Online Information Copyright and Ownership	Repetition in shapes	Data Logging	Photo editing Self-image and Identity	Repetition in games
	4	Flat-file databases	Introduction to vector graphics	Selection in quizzes	Introduction to spreadsheets Managing information	3D modelling Online privacy and security	Sensing movement
B - Years where September is in an even year (2024, 2026, 2028)	2	Technology around us Health, Wellbeing and Lifestyle Copyright and Ownership	Digital painting	Moving a robot	Information technology around us Health, Wellbeing and Lifestyle	Digital photography Self-image and Identity	Robot algorithms
	3	Connecting computers	Stop-frame animation Managing Online Information Copyright and Ownership	Sequencing sounds	The internet Managing Online Information	Audio production Copyright and Ownership	Events and actions in programs
	4	Systems and searching Managing Information Online	Video production	Selection in physical computing	Communication and collaboration Online Relationships Copyright and Ownership	Webpage creation Online Relationships Managing Information Online	Variables in games

