



# ICT and Computing Curriculum 2023-2024

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	Fine motor skills using a touch pad mouse and iPad.	How to log onto the computer or iPad using Log in details.	BeeBots – children given a partner and then programming the BeeBot with instructions.	2Create a story and basic typing (first and last name).	Drawing floor maps for BeeBots.	Basic computer programming - an introduction
<b>Year 1</b>	Unit 1 Computing systems and networks Technology around us	Unit 2 Creating media Digital Painting	Unit 3 Programming A Moving a robot	Unit 4 Data and information Grouping data	Unit 5 Creating media Digital writing	Unit 6 Programming B Programming animations
<b>Year 2</b>	Unit 1 Computing systems and networks IT around us	Unit 2 Creating media Digital photography	Unit 3 Programming A Robot algorithms	Unit 4 Data and information Pictograms	Unit 5 Creating media Digital music	Unit 6 Programming B Programming quizzes
<b>Year 3</b>	Unit 1 Computing systems and networks Connecting computers	Unit 2 Creating media Stop-frame animation	Unit 3 Programming A Sequencing sounds	Unit 4 Data and information Branching databases	Unit 5 Creating media Desktop publishing	Unit 6 Programming B Events and actions in programming
<b>Year 4</b>	Unit 1 Computing systems and networks The internet	Unit 2 Creating media Audio production	Unit 3 Programming A Repetition in shapes	Unit 4 Data and information Data logging	Unit 5 Creating media Photo editing	Unit 6 Programming B Repetition in games
<b>Year 5</b>	Unit 1 Computing systems and networks Systems and searching	Unit 2 Creating media Video production	Unit 3 Programming A Selection in physical computing	Unit 4 Data and information Flat-file database	Unit 5 Creating media Introduction to vector graphics	Unit 6 Programming B Selection in quizzes
<b>Year 6</b>	Unit 1 Computing systems and networks Communication and collaboration	Unit 2 Creating media Web page creation	Unit 3 Programming A Variables in games	Unit 4 Data and information Introduction to spreadsheets	Unit 5 Creating media 3D modelling	Unit 6 Programming B Sensing movement