

# Computing Curriculum



## Computing Subject Fingerprint

To understand the language of computing.	To understand how to keep themselves and others safe when using technology.	To be able to program, code, debug and solve.	To be able to search for, store, analyse, manipulate and retrieve data	To develop technologically transferable skills for the digital world.
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## Unit coverage

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
<b>Year 1</b>	<b>Computing systems and networks</b> Improving mouse skills		<b>Programming</b> Programming bee-bots	<b>Creating media</b> Digital imagery	<b>Data handling</b> Introduction to data
<b>Year 2</b>	<b>Computing systems and networks 1</b> What is a computer?	<b>Programming</b> Algorithms and debugging	<b>Programming</b> Introduction to block coding	<b>Computing systems and networks 2</b> Word processing	<b>Data Handling</b> International Space Station
<b>Year 3</b>	<b>Computing systems and networks 1</b> Networks	<b>Programming 1</b> Scratch	<b>Computing systems and networks 2</b> Emailing	<b>Creating media</b> Video trailers	<b>Data handling</b> Comparison cards databases
<b>Year 4</b>	<b>Computing systems and networks</b> Collaborative Learning	<b>Programming 1</b> Further coding with Scratch	<b>Creating media</b> Web design	<b>Programming 2</b> Computational thinking	<b>Data handling</b> Investigating weather
<b>Year 5</b>	<b>Computing systems and networks</b> Search engines	<b>Programming 1</b> Programming: Music	<b>Data handling</b> Mars Rover 1	<b>Programming 2</b> Micro:bit	<b>Creating media</b> Stop motion studio
<b>Year 6</b>	<b>Computing systems and networks</b> History of computers	<b>Computing systems and networks</b> Exploring AI	<b>Data handling</b> Big data 1	<b>Programming</b> Intro to Python	<b>Data handling</b> Big data 2
<b>Online safety</b>	<b>This unit will be taught in all year groups throughout the year. One lesson per unit (above).</b>				