

St Stephen Churchtown Academy Curriculum Overview – Computing 2024 – 2025

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computer Science: Programming, including Controlling Hardware	thinking tasks - Barefoot	Programming A: Moving a Robot	Programming A: Scratch Jr	Programming A: Sequence in Music MicroBits	Programming A: Repetition with Shapes	Programming A: Selection with MicroBits	Programming A: Variables in games
		Programming B: Programming Animations	Programming B: Robot Algorithms	Programming B: Events and Actions	Programming Concepts: Repetition with games	Programming B: Selection in Quizzes	Programming B: MicroBits get active
Information Technology: Computer Systems & Contexts	Computational thinking tasks – Barefoot Computing	IT Around us: Technology Around Us	IT Around us: Computer Systems & Networks	IT Around Us: Connecting Computers	IT Around Us: The Internet	IT Around Us: Systems & Searching	IT Around Us: Communication & Collaboration
Information Technology: Data & Information	Computational thinking tasks – Barefoot Computing	Data & information: Grouping Data	Data & information: Pictograms	Data & Information: Branching Databases	Data & Information: Data Logging MicroBits	Data & Information: Flat- file Databases	Data & Information: Spreadsheets
Information Technology: Digital Media	Media & Sound Foundations	Digital Design: Digital Painting Digital Design: Digital Writing	Digital Design: Digital Photography Digital Sound: Making Music	Digital Design: Animation Digital Design: Book Creator	Digital Design: Photo Manipulation Digital Sound: Audio Editing	Digital Design: Vector Graphics Digital Design: Video Editing	Digital Design: 3D Modelling Digital Design: Web Page Creation
Digital Literacy, taught within each lesson	Operational Core Skills + Internet Safety	Operational Core Skills + Internet Safety	Operational Core Skills + Internet Safety	Operational Core Skills + Internet Safety		Operational Core Skills + Internet Safety	Operational Core Skills + Internet Safety