

MPPS - Computing Whole School Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems and Networks – Technology Around Us	Creating Media – Digital Painting	Creating Media – Digital Writing	Data and information – Grouping information	Programming A Moving a Robot	Programming B Animation
Year 2	Computing Systems and Networks – Information Technology Around Us	Creating media – Digital photography	Creating Media Making Music	Data and information – Pictograms	Programming A – Robot Algorithms	Programming B – An introduction to quizzes
Year 3	Computing Systems and Networks – Connecting Computers	Creating Media – Desktop publishing	Creating Media – Stop frame animation	Data and information – Branching Databases	Programming A – Sequence in Music	Programming B – Events and Actions
Year 4	Computing Systems and Networks – The internet	Creating Media – Photo editing	Creating Media – Audio editing	Data and information- Data Logging	Programming A Repetition in shapes	Programming B Repetition in games
Year 5	Computing Systems and Networks – Sharing information	Creating Media – Video editing	Creating media – Vector drawing	Data and information Flat file database	Programming A Selection in physical computing	Programming B Selection in quizzes
Year 6	Computing Systems and Networks – Communication	Web Creator	3D Modelling	Spreadsheets	Programming A Variables in games	Programming B Sensing