Teach Computing – Computing Curriculum *click here to access the curriculum online*

	Computing systems and networks	Creating media A	Creating media B	Data and information	Programming A	Programming B
Year 1	**Technology around us** Recognising technology in school and using it responsibly	**Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	**Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Grouping data** Exploring object labels, then using them to sort and group objects by properties	**Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Introduction to animation** Designing and programming the movement of a character on screen to tell stories.
Year 2	**IT around us** Identifying IT and how its responsible use improves our world in school and beyond.	**Digital photography** Capturing and changing digital photographs for different purposes.	**Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer	**Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions	**An introduction to quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz
Year 3	**Connecting computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story	**Desktop publishing** Creating documents by modifying text, images, and page layouts for a specified purpose	**Branching databases** Building and using branching databases to group objects using yes/no questions	**Sequence in music** Creating sequences in a block-based programming language to make music.	**Events and actions** Writing algorithms and programs that use a range of events to trigger sequences of actions

Year 4	**The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content	**Audio editing** Capturing and editing audio to produce a podcast, ensuring that copyright is considered	**Photo editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	**Sharing information** Identifying and exploring how information is shared between digital systems.	**Vector drawing** Creating images in a drawing program by using layers and groups of objects.	**Video editing** Planning, capturing, and editing video to produce a short film.	**Flat file databases** Using a database to order data and create charts to answer questions	**Selection in physical computing** Exploring conditions and selection using a programmable microcontroller	**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz.
Year 6	**Communication** Recognising how the WWW can be used to communicate and be searched to find information.	**3d modelling** Planning, developing, and evaluating 3D computer models of physical objects	**Web page creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Spreadsheets** Answering questions by using spreadsheets to organise and calculate data	**Variables in games** Exploring variables when designing and coding a game	**Sensing** Designing and coding a project that captures inputs from a physical device

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KS2 teacher guide click here