

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Linked to curriculum
Year Group/ Cycle Year							
1 / 2 A	Creating media – Digital painting 1	Creating media – Digital writing 1	Creating media - Digital music 2	Programming A – Robot algorithms 2	Creating media – Digital photography 2	Programming B - Programming quizzes 2	
1 / 2 B	Computing systems and networks – Technology around us 1	Computing systems and networks – IT around us 2	Programming A – Moving a robot 1	Data and information – Grouping data 1	Programming B - Programming animations 1	Data and information – Pictograms 2	
<b>3/4</b>							
3/4 A	Computing systems and networks – The Internet 4	Creating media – Photo editing 4	Data and information – Branching databases 3	Creating media – Desktop publishing 3	Data and information – Data logging 4	Creating media - Audio production 3	
3 / 4 B	Computing systems and networks – Connecting computers 3	Creating media - Stop-frame animation 3	Programming A - Sequencing sounds 3	Programming B - Events and actions in programs 3	Programming A – Repetition in shapes 4	Programming B – Repetition in games 4	
<b>5/6</b>							
5/6 A	Computing systems and networks - Communication and collaboration 6	Computing systems and networks - Systems and searching 5	Programming A – Variables in games 6	Creating media – Introduction to vector graphics 5	Creating media – 3D Modelling 6	Programming B - Sensing movement 6	
	Computing systems and networks - Systems and searching 5	Programming A – Selection in physical computing 5	Data and information – Flat-file databases 5	Data and information – Spreadsheets 6	Programming B – Selection in quizzes 5	Creating media – Web page creation 6	

## Internet Legends – online safety

Curriculum Embedded
Stand Alone
Blocked

However, across a year group, the units themselves do not need to be taught in order, with the exception of 'Programming' units, where concepts and skills rely on prior learning and experiences

**Teaching order** The order in which to teach units within a school year is not prescribed, other than for the two 'Programming' units for each year group, which build on each other. It is recommended that the 'Programming' and 'Creating media' units be revisited in two different terms within the school year, so that the concepts and skills can be revisited and consolidated. Otherwise, schools can choose the order in which they teach the units, based on the needs of their pupils and other topics or events that are happening throughout the school year, to make use of cross-curricular links wherever possible.

**Mixed year groups** The Teach Computing Curriculum is based on a learning progression from Year 1 through to Year 6 that fits into an overall progression including secondary school. In order to use this progression with mixed year groups, it is advisable for teachers to break up the content as they see fit, based on the learning graphs for the year groups that they are teaching.