Curriculum drivers

The curriculum is underpinned by the school's Curriculum Drivers: Engage, Develop, Innovate and Express. The spiritual, moral, social and cultural development of our pupils and their understanding of the core values of our society are woven through the curriculum.

Computing Long Term Plan

Year 1 (Year 1/2 A)					
Autumn		Spring		Summer	
Computing Systems and Networks – Technology Around Us	Creating Media – Digital Painting	Programming A – Moving a Robot	Data and Information – Grouping Data	Creating Media – Digital Writing	Programming B – Programming Animations
Year 2 (Year 1/2 B)					
Autumn		Spring		Summer	
Computing Systems and Networks – IT Around Us	Creating Media – Digital Photography	Programming A – Robot Algorithms	Data and Information - Pictograms	Creating Media – Digital Music	Programming B – Programming Quizzes
Year 3 (Year 3/4 A)					
Autumn		Spring		Summer	
Computing Systems and Networks – Connecting Computers	Creating Media – Stop-Frame Animation	Programming A – Sequencing Sounds	Data and Information – Branching Databases	Creating Media – Desktop Publishing	Programming B – Events and Actions in Programs
Year 4 (Year 3/4 B)					
Autumn		Spring		Summer	
Computing Systems and Networks – The Internet	Creating Media – Audio Production	Programming A – Repetition in Shapes	Data and Information – Data Logging	Creating Media – Photo Editing	Programming B – Repetition in Games
Year 5 (Year 5/6 A)					
Autumn		Spring		Summer	
Computing Systems and Networks – Systems and Searching	Creating Media – Video Production	Programming A – Selection in Physical Computing	Data and Information – Flat-File Databases	Creating Media – Introduction to Vector Graphics	Programming B – Selection in Quizzes
Year 6 (Year 5/6 B)					

Autumn		Spring		Summer	
Computing Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information – Introduction to Spreadsheets	Creating Media – 3D Modelling	Programming B – Sensing Movement