

Computing Subject Plan

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Using programmable toys	Programming on screen	Programming an animation	Developing a simple educational game	Developing a simple educational game	Making a text based adventure game
Autumn 2	Filming the steps of a recipe	Exploring how computer games work	Finding and correcting bugs in a program	Prototyping an interactive toy	Cracking codes	Mastering algorithms for searching, sorting and mathematics
Spring 1	Illustrating a book	Taking, selecting and editing digital images	Videoing performance	Producing digital music	Fusing geometry and art	Creating a short television advert
Spring 2	Finding images using the web	Researching a topic	Making and sharing a short screencast presentation	Editing and writing HTML	Creating a web page about cyber safety	Exploring computer networks including the internet
Summer 1	Producing a talking book	Communicating clues	Communicating safely on the internet	Producing a wiki	Sharing experiences and opinions	Using media and mapping documents
Summer 2	Creating a card electronically	Recording bug hunt data	Collecting and analysing data.	Presenting the weather	Creating a virtual space	Creating a year book.