

Sacred Heart – Progressive Computing Curriculum

	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	Programming: Moving a robot	Data and information: Grouping data	Creating media: Digital writing	Programming: Introduction to animation
Year 2	Computing systems and networks: IT around us	Creating media: Digital photography	Programming: Robot algorithms	Data and information: Pictograms	Creating media: Making music	Programming: An introduction to quizzes
Year 3	Computing Systems and Networks: Connecting Computers	Creating media: Animation	Programming: Sequence in music	Data and information: Branching databases	Creating media: Desktop publishing	Programming: Events and actions (Scratch)
Year 4	Computing systems and networks: The Internet	Creating media: Audio editing	Programming: Repetition in shapes	Data and information : Data logging	Creating media: Photo editing	Programming: Repetition in games
Year 5	Computing systems and networks: Sharing information	Creating media: Video editing	Programming: Selection in physical computing	Data and information: Flat-file databases	Creating media: Vector drawing	Programming: Selection in quizzes
Year 6	Computing systems and networks: Communication	Creating media: Web page creation	Programming: Variables in games	Data and information: Spreadsheets	Creating media: 3D Modelling	Programming: Sensing

Purpose of study (National Curriculum)

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.