



NCCE / Bramber Computing Curriculum overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology around us	Digital Painting	Moving a robot	Digital Writing	Grouping Data	Introduction to animation
Year 2	IT around us	Digital photography	Pictograms	Making music	Robot algorithms	Introduction to quizzes
Year 3	Connecting computers	Animation	Sequence in music	Desktop publishing	Branching databases	Events and actions
Year 4	The Internet	Audio editing	Repetition in shapes	Data logging	Repetition in games	Photo editing
Year 5	Sharing information	Vector drawing	Selection in physical computing	Video editing	Flat-file databases	Selection in quizzes
Year 6	Communication	Web page creation	3D Modelling	Spreadsheets	Variables in games	Sensing

Core strands

Computing systems and networks	DIGITAL LITERACY
Creating media	INFORMATION TECHNOLOGY
Data and information	
Programming	COMPUTER SCIENCE