Buckfastleigh Primary School – Computing Overview 2021-22

Subject	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Technology Around Us	Digital Printing	Programming a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Making Music	Programming an Application
Year 3	Connecting Computers	Stop-Frame Animation	Programming a sequence in music	Databases	Desktop Publishing	Programming events and actions
Year 4	Using the Internet	Photo Editing	Repetition in Shapes (programming)	Data Logging	Audio Editing	Repetition in Games (programming)
Year 5	Sharing Information	Video Editing	Physical Computing	Flat-File Databases	Vector Drawing	Selection in Quizzes (programming)
Year 6	Communication Online	Web Design	Game design and Variables	Introduction to Spreadsheets	3D Modelling	Sensing (programming)

'SAFE, RESPECTED AND READY TO STEP OUT INTO THE WORLD'

Belong   **Creative**   **Sustainability**   **Curious**   **Empowered**