Computing at Bridgewater Primary School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Using cameras to take photos	Using the interactive whiteboard	Programming Beebots	Making digital art	Programming other coding toys	Operating wind-up toys and pulleys
Reception	Introduce early coding with Beebots	Using torches	Using the interactive whiteboard and class desktops	Introduce digital cameras	Using a digital microscope	Programming a Beebot with two-step instructions
Year 1	**Computing Systems and Networks** Technology around us	**Creating Media** Digital Writing	**Data and Information** Grouping Data	**Programming A** Moving a Robot	**Creating Media** Digital Painting	**Programming B** Programming Animations
Year 2	**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	**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	**Creating Media** Photo Editing	**Computing Systems and Networks** The Internet	**Programming A** Repetition in Shapes	**Creating Media** Audio Production	**Programming B** Repetition in Games	**Data and Information** Data Logging
Year 5	**Computing Systems and Networks** Systems and Searching	**Creating Media** Introduction to Vector Graphics	**Programming A** Selection in Physical Computing	**Data and Information** Flat-file Databases	**Creating Media** Video Production	**Programming B** Selection in Quizzes
Year 6	**Computing Systems and Networks** Communication and Collaboration	**Creating Media** Web page Creation	**Programming A** Variables in Games	**Creating Media** 3D Modelling	**Data and Information** Introduction to Spreadsheets	**Programming B** Sensing Movement

*Online safety is taught at the start of every month during a PSHE lesson to supplement our computing curriculum and aid retrieval of important knowledge