

Brookdale Primary School, **Computing** Whole School Curriculum Overview

Computing planning is available at [Teach Computing Curriculum](#)

CSN: Computer Systems & Networks CM: Creating Media P: Programming DI: Data & Information

	AUTUMN	SPRING	SUMMER
F1	Barefoot Computing Busy Bodies- Movement algorithms	Barefoot Computing Winter Warmers - Scarves for Snowmen Let's make an igloo Springtime - Seed Sequencing, Junk Scarecrows	Barefoot Computing People Who Help Us- Pattern Patrol Summer Fun - Journeys Boats Ahoy - On Board Role Play Super Space - Space Chase, Amazing Aliens
F2	Barefoot Computing Busy Bodies - Make a Body, Look How We Grow Awesome Autumn- Pumpkin Soup, Leaf Labyrinth Super Space- Build a Rocket	Barefoot Computing Winter Warmers - Bird Feeders Springtime- Rabbit Run Boats Ahoy - What is a boat? Is this a good boat?	Barefoot Computing Boats Ahoy - Build a boat People Who Help us - Delivery Day Summer Fun - Tangrams, Colour collections
Y1	Technology Around Us (CSN) Digital Painting (CM)	Digital Writing (CM) Moving a Robot (P)	Grouping Data (DI) Programming Animations (P)
Y2	Robot Algorithms (P) Digital Photography (CM)	Pictograms (DI) Programming Quizzes (P)	IT Around Us (CSN) Making Music (CM)
Y3	Connecting Computers (CSN) Stop-frame Animation (CM)	Sequencing Sounds (P) Branching Databases (DI)	Desktop Publishing (CM) Events & Actions in Programs (P)
Y4	The Internet (CSN) Repetition in Shapes (P)	Photo Editing (CM) Repetition in Games (P)	Data Logging (DI) Audio Editing (CM)
Y5	Flat-file Databases (DI) Video Editing (CM)	Sharing Information (CSN) Selection in Physical Computing (P)	Vector Drawing (CM) Selection in Quizzes (P)
Y6	Internet Communication (CSN) Sensing (P)	3D Modelling (CM) Introduction to Spreadsheets (DI)	Variables in Games (P) Webpage Creation (CM)