

St Andrew's Computing Coverage 2024 – 2025

All units from teachcomputing.com



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1				Computing systems and networks – technology around us	Creating media – digital painting	Programming A (moving a robot) Intro to e-safety/login
				E-safety*		
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 (animations not covered in Y1, consider prior knowledge)
Year 3	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases (grouping data not covered in Y1, consider prior knowledge)	Creating media – Desktop publishing (writing not covered in Y1, consider prior knowledge)	Programming B - Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information - Flat file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks – communication and collaboration	Creating media – web page creation	Programming A – Selection in physical computing Programming A – Variables in games	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B – sensing movement

* use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies (from the national curriculum).