

## Computing Curriculum overview

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
	Digital Literacy	Information Technology		Computer Science		
Year 1	Technology around us	Digital Painting and writing	Grouping Data	Moving a robot	Introduction to animation	IT skills
Year 2	IT around us	Digital photography	Pictograms	Robot algorithms	Introduction to quizzes	IT skills
Year 3	Connecting computers	Desktop publishing	Branching databases	Sequence in music	Events and actions	IT skills
Year 4	The Internet	Photo editing	Data logging	Repetition in shapes	Repetition in games	IT skills
Year 5	Sharing information	Vector drawing	Flat-file databases	Selection in physical computing	Selection in quizzes	IT skills
Year 6	Communication	3D Modelling	Spreadsheets	Variables in games	Sensing	IT skills

### Core strands

Computing systems and networks
Creating media
Data and information
Programming

