Computing Journey – Year 1 to 6

	Digital Literacy	Information Technology	Computing	Digital Literacy	Information Technology	Computing
Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching database/exploring database	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Vector graphics	Selection in quizzes
Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement

The computing curriculum is taught through Teach Computing Scheme of work, with additional resources from Purple Mash and other applications, selected to enhance and support learning.