

Boyton Computing Curriculum							
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Civilization and democracy	Culture	All Around the world	Exploration and Discoveries	Rebellion and Invasion	Community
Birch Y1/2	Cycle a	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
	Cycle b	Information technology around us	Digital photography	Robot algorithms	Pictograms	Making Music	Programming quizzes
Chestnuts Y3/4	Cycle a	Connecting computers	Desktop Publishing	Stop-frame animation	Sequencing sounds	Branching databases	Events and actions in programs
	Cycle b	The internet	Audio production	Photo editing	Data logging	Repetition in shapes Logo / browser	Repetition in Games
Chestnuts Y5/6	Cycle a	Sharing Information	Webpage Creation	Vector drawing	Flat-file databases	Selection in physical Computing	Selection in quizzes
	Cycle b	Internet Communication	Video Production	Introduction to spreadsheets	Variables in games Scratch	3D modelling	Sensing - Microbit