

Alban City School Topic Overview 2024-2025 Computing

	Autumn		Spring			Summer	
Reception	multimedia: storyteller		multimedia: explorer			multimedia: evidencer	
	programming: sequencing Indi, Code-A-Pillar, Ozobot, Intelino						
Year 1	Programming: Sequencing A (BeeBot and Kubo)	multimedia: Digital Painting (iPad)	Data and Information: Grouping Data	Systems and Networks: Technology Around Us	multimedia: Digital Writing (chromebook)	Programming: Sequencing B (Scratch Jr - iPad)	
	programming: sequencing Coding Critter, Mind, Botley, BeeBot, Kubo						
Year 2	multimedia: Digital Photography (iPad)	Programming: Sequencing	Systems and Networks: IT Around Us	Data and Information: Pictograms	multimedia: digital music	Programming: Sequencing	Programming: Sequencing
Year 3	multimedia: stop motion animation (iPad)	programming: sequencing	Systems and Networks: connecting computers	Data: branching databases	multimedia: green screen (iPad)	programming: sequencing	programming: sequencing
Year 4	multimedia: 2d vector graphics	programming: repetition	Systems and Networks: The Internet	Data: Data Logging	multimedia: app building	programming: repetition	programming: repetition
Year 5	multimedia: website building	programming: selection	Systems and Networks: Systems and Searching	Data: Flat-File Databases	multimedia: artificial intelligence	programming: selection	programming: selection
Year 6	multimedia: 3D modelling	programming: variables	Systems and Networks: Communication and Collaboration	Data: Spreadsheet	multimedia: music technology	programming: variables	programming: DT project

Strands		Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
information technology	multimedia	dictate a short sentence into a digital device	use space bar, shift and basic punctuation to type sentences/ use simple formatting	create and export images for AR	create a stop motion animation	format text and link slides within own app	create a webpage using a range of media/ formatting text, layout, animations and backgrounds	create 3d design/ animation
		create a purposeful image/ video						
	explore QR codes, 360' images and AR images	use a range of tools to create a digital image	edit and layer photos/ images	create green screen film	create and edit vector graphics	explore and create own AI programs	edit digital music	
	data and information		grouping data	Enter data into a prepared table. Use information to make a pictogram.	create a branching database	collect and present information (data-logging)	create a flat-file database	Create simple and conditional formula in a spreadsheet.
computer science	programming	Create simple sequences of symbols and pictures.	Create simple sequences using symbols.	Create multiple sequences using symbols.	create multiple sequences and algorithms	create repetition loops	create selection	create variables

Digital literacy: [Common Sense Media Progression Map](#)