Badger Hill
PRIMARY SCHOOL

Computing Curriculum

Our computing curriculum follows the National Centre for Computing Education's programme, which has been designed to develop children's competence and confidence in the three main strands of computing: **computer science**, **information technology,** and **digital literacy**. Each component is essential in preparing pupils to thrive in an increasingly digital world.

Unit	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing systems and networks	Technology everywhere	Technology around us	IT around us	Connecting computers	The Internet	Sharing information	Communication
Digital Media	Digital Drawing	Digital Painting	Digital Photography	Animation	Audio editing	Vector drawing	3D modelling
		Digital Writing	Making music	Desktop publishing	Photo editing	Video editing	Web page creation
Data and information	Sorting and Grouping Objects	Grouping data	Pictograms	Branching databases	Data logging	Flat-file databases	Spreadsheets
Programming	Instructions and algorithms	Moving a robot	Robot algorithms	Sequence in music	Repetition in shapes	Selection in physical computing	Variables in games
		Introduction to animation	An introduction to quizzes	Events and actions	Repetition in games	Selection in quizzes	Sensing