**Computing Overview 24/25**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Class | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| 1 | Special effect | Programming introduction and development - | Online safety – Reporting mean behaviour | Introduction to spreadsheets | Computer systems and networks | Creating media - 3D Modelling |
| 2 | Clear messaging in digital media | Networks | Programming essentials - Scratch | Modelling data using spreadsheets | Programming essential’s part 2 – Scratch | Using media – Gaining support for a cause |
| 3 | Media – Vector graphics | Layers of computer systems | Developing of the web | Representations – From clay to silicone | Mobile app development | Introduction to Python programming |
| 4 | Python programming with sequences of data | Media - Animations | Data science | Representations – Going audiovisual | Introduction of cybersecurity | Applying programming skills with physical computing |
| 5 | Programming part 5 – Strings and lists | Data representations | Algorithm’s part 2 – Searching and sorting | Programming part 6 – Dictionaries and data files | Impacts of technology | Computer networks |
| 6 | Online safety | IT and the world of work | Media | Physical computing – Build a robot buggy | Spreadsheets | Using IT in project management |