**Computing Overview 24/25**

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| 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 |