Whole School Computing Overview with Prior and Future Learning

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	**Current learning**		Programmable toys used in the provision		Digital cameras used in the provision		Class surveys carried out during maths input.
	Prior learning						
	Future learning	Computing systems and networks - Technology around us	Creating media – digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
Year 1	**Current learning**	Computing systems and networks - Technology around us	Creating media – digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
	Prior learning		Programmable toys used in the provision		Digital cameras used in the provision		Class surveys carried out during maths input.
	Future learning	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital music	Programming B – Programming quizzes
Year 2	**Current learning**	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital music	Programming B – Programming quizzes
	Prior learning	Computing systems and networks - Technology around us	Creating media – digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
	Future learning	Computing systems and networks – Connecting computers	Creating media – Stop-frame animations	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs