BESPOKE CURRICULUM
Order of Learning

Make computing the most exciting subject at your school!

Pupils build on prior learning!

EDUTAINMENT
Learn whilst having fun!

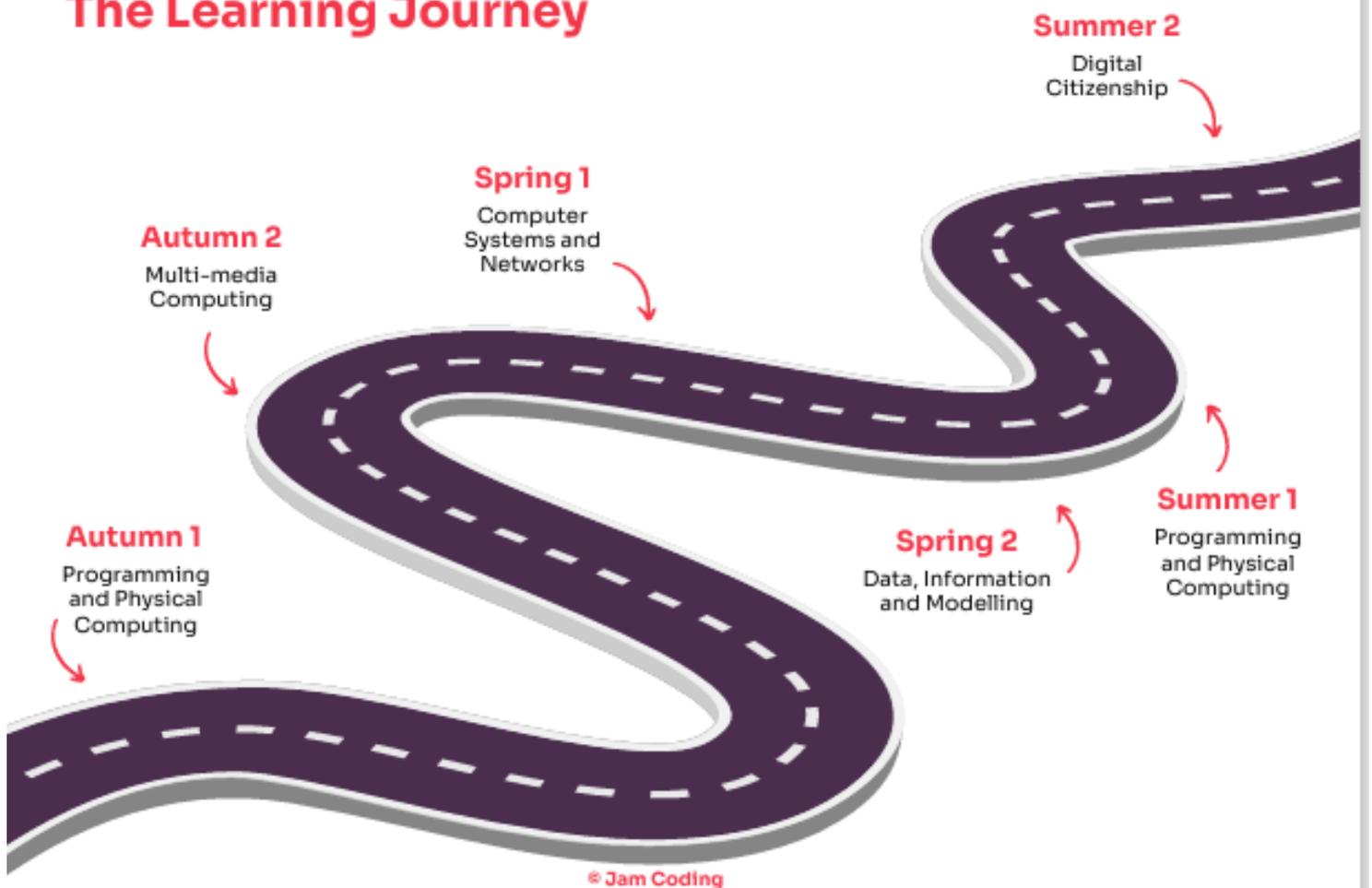RECEPTION   YEAR 6

Half Term 1	Coding Cats & Dogs	Game Making	Solving Problems with Algorithms	Physical Systems Coding Recycled Musical Instruments	Arcade Gaming	Robotics
Half Term 2	Creative Computing	Animation	School Radio Show	Multimedia Quiz	Video Editing – Try not to Laugh	Photo Editing – Movie Stars
Half Term 3	Awesome Animations	Online Treasure Hunt	Gathering Data – Online Research	Computer Aided Design – Game Characters	History of Computing	Web Design
Half Term 4	Terrific Technology	Presenting Our Community	Presenting Data – Spreadsheets and Databases	Analysing Data Game Competition	Collecting and Analysing Data – Local Transport	Lemonade Stand Game Hacking with Data Analysis
Half Term 5	Creative Creature Coding	Coding A Story	Game Design Scratch	Coding a Quiz – Visual Programming	Physical Computing Gaming	Arcade Gaming – Advanced Visual Programming
Half Term 6	Online Safety Creations	Online Safety Comic Creator	Digital Citizenship – Podcasters	Digital Citizenship – Game Designers	Digital Citizenship – Influencers	Digital Citizenship – Web Designers

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The Learning Journey

Summer 2
Digital Citizenship

Spring 1
Computer Systems and Networks

Autumn 2
Multi-media Computing

Autumn 1
Programming and Physical Computing

Spring 2
Data, Information and Modelling

Summer 1
Programming and Physical Computing

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