



Wells Park School

Computing Curriculum Overview

Lower School- Cycle A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems & networks: Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Grouping data	Digital writing	Programming animations

Lower School- Cycle B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems & IT Networks	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes

Upper School- Cycle A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and networks- The Internet	Creating media- Audio production	Creating media- Photo editing	Data and information- Data logging	Programming A- Repetition in shapes	Programming B- Repetition in games

Upper School- Cycle B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and networks- Systems and searching	Creating media- Video production	Programming A- Selection in physical computing	Data and information- Flat file databases	Creating media- Introduction to vector graphics	Programming B- Selection in quizzes