Millfield - Computing Curriculum Overview

Year	HT1	HT2	HT3	HT4	HT5	HT6
Year 1	• Digital painting		• Digital writing		• Creating animations in programs	
Year 2	• Information technology in the world beyond school		• Using IT to organise and present data		• Building sequences in programs	
Year 3	• Computer networks	• Stop-frame animation	• Programming sequence using sound	• Organising data using databases	• Desktop publishing	• Events and actions in programs
Year 4	• The internet	• Audio production	• Repetition in programs	• Data logging	• Photo editing	• Using repetition in programming to create a game
Year 5	• Introduction to computer systems	• Video production	• Exploring selection in physical computing	• Flat-file databases	• Introduction to vector graphics	• Using selection in programming to develop a quiz
Year 6	• Communication and the internet	• Web page creation	• Using variables in programming to develop a game	• Introduction to spreadsheets	• 3D Modelling	• Sensing movement with physical computing