



Wilbury Primary School Computing Composite Knowledge

NB: Digital Literacy taught by class teachers during cross-curricular lessons (see Digital Literacy plans)

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
EYFS	See EYFS Curriculum map					
Y1	<u>Systems & Networks</u> Technology around us	<u>Programming A</u> Programming Robots	<u>Programming B</u> Programming Animations	<u>Creating Media</u> Digital Painting	<u>Creating Media</u> Digital Writing (Digital Literacy)	<u>Data & Information</u> Grouping Data
Y2	<u>Systems & Networks</u> IT around us	<u>Data & Information</u> Pictograms	<u>Programming A</u> Robot Algorithms	<u>Creating Media</u> Digital Photography (Digital Literacy)	<u>Programming B</u> Quizzes	<u>Creating Media</u> Digital Music
Y3	<u>Systems & Networks</u> Connecting Computers	<u>Creating Media</u> Stop-Frame Animation	<u>Programming A</u> Sequencing Sounds	<u>Creating Media</u> Desktop Publishing (Digital Literacy)	<u>Programming B</u> Events & Actions	<u>Data & Information</u> Branching Databases
Y4	<u>Systems & Networks</u> The Internet	<u>Creating Media</u> AI	<u>Data & Information</u> Logging Data (Digital Literacy)	<u>Programming A</u> Repetition in Shapes	<u>Creating Media</u> Photo Editing	<u>Programming B</u> Repetition in Games
Y5	<u>Systems & Networks</u> Systems & Searching	<u>Creating Media</u> Video Production	<u>Programming A</u> Selection in Physical Computing	<u>Programming B</u> Selection in Quizzes	<u>Creating Media</u> Vector Drawing (Digital Literacy)	<u>Data & Information</u> Flat-File Databases
Y6	<u>Systems & Networks</u> Communication & Collaboration	<u>Creating Media</u> Web Page Creation	<u>Programming A</u> Variables in Games	<u>Creating Media</u> 3D Modelling	<u>Programming B</u> Sensing: Micro:Bit	<u>Data & Information</u> Introduction to Spreadsheets (Digital Literacy)