Hudson Primary Curriculum Journey for Computing

	Year 1 Sycamore Class	Year 2 Silver birch Class	Year 3 Chestnut Class	Year 4 Elder Class	Year 5 Oak Class	Year 6 Rowan Class
Autumn	Technology around us Digital Painting	IT Around Us Digital photography	Connecting Computers Stop-frame animation	The internet Audio production	Systems and searching Video production	Communication and collaboration Web page creation Programming A: Variables in games
Spring	Programming A: Moving a robot Grouping data	Programming A: Robot algorithms Pictograms	Programming A: Sequencing sounds Branching databases	Programming A: Repetition in shapes Data logging	Programming A: Selection in physical computing Flat-file databases	Introduction to Spreadsheets 3D Modelling
Summer	Digital writing Programming B: Programming animations	Digital music Programming B: Programming quizzes	Desktop publishing Programming B: Events and actions in programs	Photo editing Programming B: Repetition in games	Introduction to vector graphics Programming B: Selection in quizzes	Sensing movement Using the microbit for primary to secondary transition