

Buckden Primary Academy Computing Curriculum Overview 26/27

Term	Year 1	Year 2/3 A	Year 2/3 B	Year 4/5 A	Year 4/5 B	Year 6
Autumn 1 Life on Land Quality Education	Technology Around Us	The Internet	IT Around Us	Connected Computers	Repetition in Games	Selection in Quizzes
Autumn 2 Industry, Innovation and Infrastructure Peace, Justice and Strong Institutions	Digital Painting	Animation	Digital Photos	Audio Editing	Vector Drawing	3D Modelling
Spring 1 Life Below Water Clean Water and Sanitation	Pictograms	Sequencing Sounds	Digital Writing	Photo Editing	Systems and Searching	Communication and Collaboration
Spring 2 Sustainable Cities and Communities Reduced Inequalities	Making Music	Branching Databases	Robot Algorithms	Data Logging	Selection in Physical Computing	Sensing Movement
Summer 1 Zero Hunger No Poverty	Moving a Robot	Repetition in Shapes	Programming Animations	Repetition in Games	Webpage Creation Project	Spreadsheets
Summer 2 Responsible Consumption and Production Decent Work and Economic Growth	Typing Unit	Desktop Publishing	Typing Unit	Desktop Publishing	AI Literacy	Gap filling/Project Experience AI