

EYAM PRIMARY SCHOOL

UKS2 COMPUTING CURRICULUM (updated 2023)

2 YEAR ROLLING PROGRAMME

Based on 'Teach Computing' <https://teachcomputing.org/curriculum>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
CYCLE 1 2024-25 2028-29	TROPICAL RAINFORESTS Communication and collaboration Exploring how data is transferred by working collaboratively online.	SPECTACULAR SHANG DYNASTY Webpage creation designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	STONE AGE BRITAIN Variables in games Exploring variables when designing and coding a game.	UNEXPECTED JOURNEYS Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate.	CASTLES & QUESTS 3D modelling Planning, developing and evaluating 3D computer models of physical objects.	MOORLANDS Sensing Movement Designing and coding a project that captures inputs from a physical device.
CYCLE 2 2025-26 2029-30	DYNAMIC EARTH Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	ROMANS ON THE RAMPAGE Video production Planning, capturing and editing video to produce a short film.	ANCIENT EGYPT Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	AMAZING ARTISTS Flat-file databases Using a database to order data and create charts to answer questions.	TOWNS & CITIES Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.	RAGING RIVERS Selection in quizzes Exploring selection in programming to design and code and interactive quiz.
CYCLE 3 2022-23 2026-27	AFRICA Communication and collaboration Exploring how data is transferred by working collaboratively online.	VICTORIANS Webpage creation designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	ANGLO SAXONS Variables in games Exploring variables when designing and coding a game.	CHOCOLATE Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate.	ANCIENT GREEKS 3D modelling Planning, developing and evaluating 3D computer models of physical objects.	SPECTACULAR SCULPTURES Sensing Movement Designing and coding a project that captures inputs from a physical device.
CYCLE 4 2023-24 2027-28	POLE TO POLE Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	ON TOP OF THE WORLD Video production Planning, capturing and editing video to produce a short film.	VIKING INVADERS Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	BRITAIN IN THE BLITZ Flat-file databases Using a database to order data and create charts to answer questions.	EYAM PLAGUE Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.	HEALTHY ME Selection in quizzes Exploring selection in programming to design and code and interactive quiz.