The Kite Academy Trust

COMPUTING CURRICULUM OVERVIEW

Year 1	**Technology** What is technology and how do we use it responsibly?	**Digital literacy: digital artwork** Create a digital self-portrait	**Computer science: programming** Write an algorithm to move a Bee Bot
Year 2	**Digital literacy: photography** Take a successful photograph	**Computer science: block coding animations** Predict successful outcomes of code	**Technology: data handling** Collect data and use it to create a pictogram
Year 3	**Technology: networks** Use search engines to find specific information	**Digital literacy: typing vs writing** Publish a piece of writing digitally	**Computer science: programming** Design and create a digital quiz
Year 4	**Digital literacy: stop-motion animation** Create a stop-motion animation of own design	**Digital literacy: typing vs writing** Publish a piece of writing digitally	**Technology: sensors** Use a micro:bit as a sensor to record data
Year 5	**Digital literacy: audio podcast** Record a podcast	**Technology: networks** Communicate and collaborate with peers on a shared project	**Computer science: vector drawing and 3D modelling** Create a 2D design and a 3D object
Year 6	**Technology: data Handling** Use a spreadsheet to cost an event	**Computer science: Artificial Intelligence** Design and train a digital assistant	**Digital literacy: video production** Create a short film