KS2 Computing Overview

To develop computational thinking, digital literacy and technical skills to enable pupils to use technology confidently, creatively and responsibly in an increasingly digital world.

Cycle	Phase	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
A	**LKS**	Computing Systems and Networks – Connecting Computers	Creating Media – Stop-Frame Animation	Programming A – Sequencing Sounds	Data and Information – Branching Databases	Creating Media – Desktop Publishing	Programming B – Events and Actions
A	**UKS**	Computing Systems and Networks – Systems and Searching	Creating Media – Video Production	Programming A – Selection in Physical Computing	Data and Information – Flat-file Databases	Creating Media – Vector Graphics	Programming B – Selection in Quizzes
B	**LKS**	Computing Systems and Networks – The Internet	Creating Media – Audio Production	Programming A – Repetition in Shapes	Data and Information – Data Logging	Creating Media – Photo Editing	Programming B – Repetition in Games
B	**UKS**	Computing Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information - Spreadsheets	Creating Media – 3D Modelling	Programming B – Chunk Sensing Tasks