The Computing KS2 curriculum is split into 3 areas: Computer Science, Information Technology and Digital Literacy.

Year 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| T1 | T2 | T3 | T4 | T5 | T6 |
| 3.2 Online Safety  &  3.4 Touch Typing | 3.5 Email | 3.1 Coding | 3.3 Spreadsheets & 3.8 Graphing | 3.9 Presenting | 3.6 Branching Databases & 3.7 Simulations |

Year 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| T1 | T2 | T3 | T4 | T5 | T6 |
| 4.8 Hardware Investigators &  4.2 Online Safety | 4.7 Effective Search & 4.9 Making Music | 4.1 Coding | 4.4 Writing for different audiences | 4.3 Spreadsheets | 4.6 Animation  & 4.5 Logo |

Year 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| T1 | T2 | T3 | T4 | T5 | T6 |
| 5.2 Online Safety & 5.1 Coding | 5.1 2Coding &  5.5 Game Creator | 5.6 3D Modelling | 5.8 Word Processing | 5.3 Spreadsheets | 5.4 Databases |

Year 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| T1 | T2 | T3 | T4 | T5 | T6 |
| 6.2 Online Safety & 6.6 Networks | 6.8 Understanding Binary | 6.7 Quizzing | 6.1 Coding | 6.4 Blogging  \*imovies\* | 6.3 Spreadsheets |