**Coaley Curriculum: Computing**

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| **COMPUTING THREADS** | Computing systems and networks  | Creating media  | Programming A | Data and information  | Creating media  | Programming B |

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| **2024-2025 (Cycle A)** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Robins (Year 1)** | Technology around us | Digital Painting  | Moving a robot | Grouping data | Digital writing  | Programming animations  |
| **Starlings** | Information technology around us  | Digital photography | Robot algorithms  | Pictograms  | Digital music | Programming quizzes  |
| **Owls** | The Internet  | Audio Production  | Repetition in shapes | Data logging  | Photo editing  | Repetition in games |

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| **2025-2026 (Cycle B)** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Robins (Year 1)** | Technology around us | Digital Painting  | Moving a robot | Grouping data | Digital writing  | Programming animations  |
| **Starlings** | Connecting computers  | Stop-frame animation  | Sequencing sounds  | Branching databases  | Desktop publishing  | Events and actions in programs  |
| **Owls** | Systems & searching  | Video production  | Selection in physical computing  | Flat-file database | Introduction to vector graphics  | Seclection in quizzes |

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| **2026-2027 (Cycle C)** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Robins (Year 1)** | Technology around us | Digital Painting  | Moving a robot | Grouping data | Digital writing  | Programming animations  |
| **Starlings** | Information technology around us  | Digital photography | Robot algorithms  | Pictograms  | Digital music | Programming quizzes  |
| **Owls** | Communication and collaboration  | Web page creation  | Variables in games  | Spreadsheets  | 3D Modelling  | Sensing movement  |