**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 |