The Mulberry Computing Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital Music	Programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Vector graphics	Selection in quizzes
Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement