

Beever Primary School: Computing Curriculum Overview

Year Group	Computing Systems and Networks	Creating Media	Programming (Espresso Coding)	Data and Information	Creating Media	Programming (Espresso Coding)
Year 1	TC: Technology Around Us (1.1)	TC: Digital Painting (1.2)	TC: Moving a Robot (1.3)	TC: Grouping Data (1.4)	TC: Digital Writing (1.5)	EC: Level 1 Simple Inputs
Year 2	TC: Information Technology Around Us (2.1)	TC: Digital Photography (2.2)	EC: Level 2 Different Sorts of Inputs	TC: Pictograms (2.4)	TC: Digital Music (2.5)	EC: Level 2 Buttons and Instructions
Year 3	TC: Connecting Computers (3.1)	TC: Stop-frame Animation (3.2)	EC: Level 3 Sequence and Animation	TC: Branching Databases (3.4)	TC: Desktop Publishing (3.5)	EC: Level 3 Conditional Events
Year 4	TC: The Internet (4.1)	TC: Audio Production (4.2)	EC: Level 4 Introduction to Variables	TC: Data Logging (4.4)	TC: Photo Editing (4.5)	EC: Level 4 Repetition and Loop
Year 5	TC: Systems and Searching (5.1)	TC: Video Production (5.2)	EC: Level 5 Speed, Direction and Coordinates	TC: Flat-file Databases (5.4)	TC: Introduction to Vector Graphics (5.5)	EC: Level 5 Random Numbers and Simulations
Year 6	TC: Communication and Collaboration (6.1)	TC: Webpage Creation (6.2)	EC: Level 6 More Complex Variables	TC: Introduction to Spreadsheets (6.4)	TC: 3D Modelling (6.5)	EC: Level 6 Object Properties

The Computing Curriculum at Beever Primary School, draws on materials from both the Teach Computing Curriculum and Espresso Coding.

The Teach Computing Curriculum (designed by Raspberry PI Foundation and National Centre for Computing Education) aims to ensure breadth and depth of the computing curriculum, particularly beyond programming. Discovery Education (Espresso) Coding enables learners to gain a thorough understanding of coding concepts like algorithms, sequences and variables.