Year [ADD YEAR] Curriculum Overview: [ADD SUBJECT]

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Media – Vector Graphics • Vector vs bitmap graphics • Using vector drawing software • Creating shapes and designs • Producing digital artwork	**Layers of Computing Systems** • Hardware components • CPU, memory and storage • Input/output devices • How operating systems work	**Developing for the Web** • Introduction to HTML • Structure of a web page • Hyperlinks and images • Designing simple websites	**Representations – From Clay to Silicon** • Binary numbers • Data representation in computers • How images and text are stored • Understanding digital encoding	**Mobile App Development** • Designing an app interface • Programming simple mobile apps • Event-driven programming • Testing and improving apps	**Introduction to Python Programming** • **Text-based programming** • **Variables and input/output** • **Selection and loops** • **Debugging code**

Assessment		Key Concepts/ Skills		Reading	
• Website project • Python task • Unit quizzes		• Web development • Programming • Computer systems		BUG the question	

Enrichment		Careers		Useful resources and revision	
• Website design challenge • Coding club • STEM club		• Web developer • App developer • Cyber analyst		• BBC Bitesize • W3Schools • Teach Computing	