'Working together to achieve our best.'

We follow the 'Teach Computing Curriculum' to teach computing. It can be found at: https://teachcomputing.org/curriculum
Below is a termly outline of what we (tailored to Rakegate) **should** be delivering within our Computing time. It can be tied in with our ***cross-curricular topics.***

| | Autumn | Spring | Summer |
|---|---|---|---|
| Year 1 | COMPUTING SYSTEMS AND NETWORKS<br><br>Technology around us | PROGRAMMING A<br><br>Moving a robot | PROGRAMMING B<br><br>Introduction to animation |
| Year 2 | COMPUTING SYSTEMS AND NETWORKS<br><br>Information technology around us | PROGRAMMING A<br><br>Robot algorithms | PROGRAMMING B<br><br>Introduction to quizzes |
| Year 3 | COMPUTING SYSTEMS AND NETWORKS<br><br>Connecting Computers | PROGRAMMING A<br><br>Sequence in music | PROGRAMMING B<br><br>Events and actions |
| Year 4 | COMPUTING SYSTEMS AND NETWORKS<br><br>The internet | PROGRAMMING A<br><br>Repetition in shapes | PROGRAMMING B<br><br>Repetition in games |
| Year 5 | COMPUTING SYSTEMS AND NETWORKS<br><br>Sharing information | PROGRAMMING A<br><br>Selection in physical computing | PROGRAMMING B<br><br>Selection in quizzes |
| Year 6 | COMPUTING SYSTEMS AND NETWORKS<br><br>Communication | PROGRAMMING A<br><br>Variables in games | PROGRAMMING B<br><br>Sensing |