

## Curriculum Overview: Computing

Year Group	Content overview Cycle 1	Content overview Cycle 2	Content overview Cycle 3
5	Sharing Information Vector Drawing	Selection in physical computing Databases	Create a website
6	Internet communication Variables in games	Introduction to spreadsheets Sensing movement	Video production
7	Collaborating online Spreadsheets	Programming essentials in Scratch Pt 1 Programming essentials in Scratch Pt 2	Networks Using Media
8	Computing systems Mobile App development	Introduction to Python Developing for the web	Representations Vector graphics
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