

Studley St. Mary's CofE Academy  
Computing Curriculum Yearly Overview

**Autumn**

<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
	Create and Present (To Present)	Start, Connect and Save (To Connect)	Create and Present (To Present)
Start, Connect and Save (To Connect)	Music and Movie Magic (To Create)	Music and Movie Magic (To Create)	Music and Movie Magic (To Create)

**Spring**

<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
Music and Movie Magic (To Create)		Graphs for All (To Collect)	
	Graphs for All (To Collect)		Graphs for All (To Collect)

**Summer**

<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
From Gamer to Programmer (To Code)	From Gamer to Programmer (To Code)	From Gamer to Programmer (To Code)	From Gamer to Programmer (To Code)

Passwords, Privacy and Protection (Online Safety) = Teachers choose where to teach these lessons, depending on the class' needs and the time it takes for children to complete different Computing topics