

Oak Computing Curriculum 24/25



Term	Unit	Strand	Objectives
Autumn 1	Connecting computers	Computer systems and networks	<p>Understand what a computer is, and how its constituent parts function together as a whole</p> <p>Understand how individuals, systems, and society as a whole interact with computer systems</p> <p>Understand how networks can be used to retrieve and share information, and how they come with associated risks</p>
Autumn 2	Stop Frame animation	Creating media	<p>Select and create a range of media including text, images, sounds, and video</p> <p>Understand the activities involved in planning, creating, and evaluating computing artefacts</p> <p>Use software tools to support computing work</p>
Spring 1	Sequencing sounds	Programming	<p>Be able to comprehend, design, create, and evaluate algorithms</p> <p>Select and create a range of media including text, images, sounds, and video</p> <p>Use software tools to support computing work</p>
Spring 2	Branching databases	Data and Information	<p>Understand the activities involved in planning, creating, and evaluating computing artefacts</p> <p>Understand how data is stored, organised, and used to represent real-world artefacts and scenarios</p> <p>Use software tools to support computing work</p>
Summer 1	Desktop Publishing	Creating media	<p>Select and create a range of media including text, images, sounds, and video</p> <p>Understand the activities involved in planning, creating, and evaluating computing artefacts</p>
Summer 2	vents and actions in programmes	Programming	<p>Understand the activities involved in planning, creating, and evaluating computing artefacts</p> <p>Use software tools to support computing work</p> <p>Create software to allow computers to solve problems</p>