**CATFORTH PRIMARY SCHOOL**

**COMPUTING COVERAGE ACROSS THE SCHOOL**

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| **YEAR GROUP** | **AUTUMN TERM** | **SPRING TERM** | **SUMMER TERM** |
| **Cycle A** |
| **Tigers****Years 1 & 2** | **Computing systems and networks – IT around us*** [Lesson 1 What is IT?](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us/what-is-it)
* [Lesson 2 IT in school](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us/it-in-school)
* [Lesson 3 IT in the world](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us/it-in-the-world)
* [Lesson 4 The benefits of IT](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us/the-benefits-of-it)
* [Lesson 5 Using IT safely](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us/using-it-safely)
* [Lesson 6 Using IT in different ways](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us/using-it-in-different-ways)
 | Creating media – Digital photography* [Lesson 1 Taking Photographs](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography/taking-photographs)
* [Lesson 2 Landscape or portrait?](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography/landscape-or-portrait)
* [Lesson 3 What makes a good photograph?](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography/what-makes-a-good-photograph)
* [Lesson 4 Lighting](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography/lighting)
* [Lesson 5 Effects](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography/effects)
* [Lesson 6 Is it real?](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography/is-it-real)
 | Programming A – Robot algorithms* [Lesson 1 Giving instructions](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/giving-instructions)
* [Lesson 2 Same but different](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/same-but-different)
* [Lesson 3 Making predictions](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/making-predictions)
* [Lesson 4 Mats and routes](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/mats-and-routes)
* [Lesson 5 Algorithm design](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/algorithm-design)
* [Lesson 6 Debugging](https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/debugging)
 | Data and information – Pictograms* [Lesson 1 Counting and comparing](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms/counting-and-comparing)
* [Lesson 2 Enter the data](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms/enter-the-data)
* [Lesson 3 Creating pictograms](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms/creating-pictograms)
* [Lesson 4 What is an attribute?](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms/what-is-an-attribute)
* [Lesson 5 Comparing people](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms/comparing-people)
* [Lesson 6 Presenting information](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms/presenting-information)
 | Creating media - Digital music* [Lesson 1 How music makes us feel](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music/how-music-makes-us-feel)
* [Lesson 2 Rhythms and patterns](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music/rhythms-and-patterns)
* [Lesson 3 How music can be used](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music/how-music-can-be-used)
* [Lesson 4 Notes and tempo](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music/notes-and-tempo)
* [Lesson 5 Creating digital music](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music/creating-digital-music)
* [Lesson 6 Reviewing and editing music](https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music/reviewing-and-editing-music)
 | Programming B - Programming quizzes* [Lesson 1 ScratchJr recap](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes/scratchjr-recap)
* [Lesson 2 Outcomes](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes/outcomes)
* [Lesson 3 Using a design](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes/using-a-design)
* [Lesson 4 Changing a design](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes/changing-a-design)
* [Lesson 5 Designing and creating a program](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes/designing-and-creating-a-program)
* [Lesson 6 Evaluating](https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes/evaluating)
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| **Jaguars****Years 3 & 4** | Computing systems and networks – The Internet* [Lesson 1 Connecting networks](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet/connecting-networks)
* [Lesson 2 What is the internet made of?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet/what-is-the-internet-made-of)
* [Lesson 3 Sharing information](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet/sharing-information)
* [Lesson 4 What is a website?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet/what-is-a-website)
* [Lesson 5 Who owns the web?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet/who-owns-the-web)
* [Lesson 6 Can I believe what I read?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet/can-i-believe-what-i-read)
 | Creating media - Audio production* [Lesson 1 Digital recording](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing/digital-recording)
* [Lesson 2 Recording sounds](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing/recording-sounds)
* [Lesson 3 Creating a podcast](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing/creating-a-podcast)
* [Lesson 4 Editing digital recordings](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing/editing-digital-recordings)
* [Lesson 5 Combining audio](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing/combining-audio)
* [Lesson 6 Evaluating podcasts](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing/evaluating-podcasts)
 | Programming A – Repetition in shapes* [Lesson 1 Programming a screen turtle](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes/programming-a-screen-turtle)
* [Lesson 2 Programming letters](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes/programming-letters)
* [Lesson 3 Patterns and repeats](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes/patterns-and-repeats)
* [Lesson 4 Using loops to create shapes](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes/using-loops-to-create-shapes)
* [Lesson 5 Breaking things down](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes/breaking-things-down)
* [Lesson 6 Creating a program](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes/creating-a-program)
 | Data and information – Data logging* [Lesson 1 Answering questions](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging/answering-questions)
* [Lesson 2 Data collection](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging/data-collection)
* [Lesson 3 Logging](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging/logging)
* [Lesson 4 Analysing data](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging/analysing-data)
* [Lesson 5 Data for answers](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging/data-for-answers)
* [Lesson 6 Answering my question](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging/answering-my-question)
 | Creating media – Photo editing* [Lesson 1 Changing digital images](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing/changing-digital-images)
* [Lesson 2 Changing the composition of images](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing/changing-the-composition-of-images)
* [Lesson 3 Changing images for different uses](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing/changing-images-for-different-uses)
* [Lesson 4 Retouching images](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing/retouching-images)
* [Lesson 5 Fake images](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing/fake-images)
* [Lesson 6 Making and evaluating a publication](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing/making-and-evaluating-a-publication)
 | Programming B – Repetition in games* [Lesson 1 Using loops to create shapes](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games/using-loops-to-create-shapes)
* [Lesson 2 Different loops](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games/different-loops)
* [Lesson 3 Animate your name](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games/animate-your-name)
* [Lesson 4 Modifying a game](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games/modifying-a-game)
* [Lesson 5 Designing a game](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games/designing-a-game)
* [Lesson 6 Creating our games](https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games/creating-our-games)
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| **Panthers****Years 5 & 6** | Computing systems and networks - Communication and collaboration* [Lesson 1 Internet addresses](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication/internet-addresses)
* [Lesson 2 Data packets](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication/data-packets)
* [Lesson 3 Working together](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication/working-together)
* [Lesson 4 Shared working](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication/shared-working)
* [Lesson 5 How we communicate](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication/how-we-communicate)
* [Lesson 6 Communicating responsibly](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication/communicating-responsibly)
 | Creating media – Web page creation* [Lesson 1 What makes a good website?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation/what-makes-a-good-website)
* [Lesson 2 How would you layout your web page?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation/how-would-you-layout-your-web-page)
* [Lesson 3 Copyright or CopyWRONG?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation/copyright-or-copywrong)
* [Lesson 4 How does it look?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation/how-does-it-look)
* [Lesson 5 Follow the breadcrumbs](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation/follow-the-breadcrumbs)
* [Lesson 6 Think before you link!](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation/think-before-you-link)
 | Programming A – Variables in games* [Lesson 1 Introducing variables](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games/introducing-variables)
* [Lesson 2 Variables in programming](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games/variables-in-programming)
* [Lesson 3 Improving a game](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games/improving-a-game)
* [Lesson 4 Designing a game](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games/designing-a-game)
* [Lesson 5 Design to code](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games/design-to-code)
* [Lesson 6 Improving and sharing](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games/improving-and-sharing)
 | Data and information - Introduction to Spreadsheets* [Lesson 1 What is a spreadsheet?](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets/what-is-a-spreadsheet)
* [Lesson 2 Modifying spreadsheets](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets/modifying-spreadsheets)
* [Lesson 3 What's the formula?](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets/what-s-the-formula)
* [Lesson 4 Calculate and duplicate](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets/calculate-and-duplicate)
* [Lesson 5 Event planning](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets/event-planning)
* [Lesson 6 Presenting data](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets/presenting-data)
 | Creating media – 3D Modelling* [Lesson 1 Introduction to 3D modelling](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling/introduction-to-3d-modelling)
* [Lesson 2 Modifying 3D objects](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling/modifying-3d-objects)
* [Lesson 3 Make your own name badge](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling/make-your-own-name-badge)
* [Lesson 4 Making a desk tidy](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling/making-a-desk-tidy)
* [Lesson 5 Planning a 3D model](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling/planning-a-3d-model)
* [Lesson 6 Make your own 3D model](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling/make-your-own-3d-model)
 | Programming B - Sensing movement* [Lesson 1 The micro:bit](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing/the-micro-bit)
* [Lesson 2 Go with the flow](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing/go-with-the-flow)
* [Lesson 3 Sensing inputs](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing/sensing-inputs)
* [Lesson 4 Finding your way](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing/finding-your-way)
* [Lesson 5 Designing a step counter](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing/designing-a-step-counter)
* [Lesson 6 Making a step counter](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing/making-a-step-counter)
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| **Cycle B** |
| **Tigers****Years 1 & 2** | Computing systems and networks – Technology around us* [Lesson 1 Technology in our classroom](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us/technology-in-our-classroom)
* [Lesson 2 Using technology](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us/using-technology)
* [Lesson 3 Developing mouse skills](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us/developing-mouse-skills)
* [Lesson 4 Using a computer keyboard](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us/using-a-computer-keyboard)
* [Lesson 5 Developing keyboard skills](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us/developing-keyboard-skills)
* [Lesson 6 Using a computer responsibly](https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us/using-a-computer-responsibly)
 | Creating media – Digital painting* [Lesson 1 How can we paint using computers?](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting/how-can-we-paint-using-computers)
* [Lesson 2 Using shapes and lines](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting/using-shapes-and-lines)
* [Lesson 3 Making careful choices](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting/making-careful-choices)
* [Lesson 4 Why did I choose that?](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting/why-did-i-choose-that)
* [Lesson 5 Painting all by myself](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting/painting-all-by-myself)
* [Lesson 6 Comparing computer art and painting](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting/comparing-computer-art-and-painting)
 | Programming A – Moving a robot* [Lesson 1 Buttons](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot/buttons)
* [Lesson 2 Directions](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot/directions)
* [Lesson 3 Forwards and backwards](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot/forwards-and-backwards)
* [Lesson 4 Four directions](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot/four-directions)
* [Lesson 5 Getting there](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot/getting-there)
* [Lesson 6 Routes](https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot/routes)
 | Data and information – Grouping data* [Lesson 1 Label and match](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data/label-and-match)
* [Lesson 2 Group and count](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data/group-and-count)
* [Lesson 3 Describe an object](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data/describe-an-object)
* [Lesson 4 Making different groups](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data/making-different-groups)
* [Lesson 5 Comparing groups](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data/comparing-groups)
* [Lesson 6 Answering questions](https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data/answering-questions)
 | Creating media – Digital writing* [Lesson 1 Exploring the keyboard](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing/exploring-the-keyboard)
* [Lesson 2 Adding and removing text](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing/adding-and-removing-text)
* [Lesson 3 Exploring the toolbar](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing/exploring-the-toolbar)
* [Lesson 4 Making changes to text](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing/making-changes-to-text)
* [Lesson 5 Explaining my choices](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing/explaining-my-choices)
* [Lesson 6 Pencil or keyboard](https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing/pencil-or-keyboard)
 | Programming B - Programming animations* [Lesson 1 Comparing tools](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation/comparing-tools)
* [Lesson 2 Joining blocks](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation/joining-blocks)
* [Lesson 3 Make a change](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation/make-a-change)
* [Lesson 4 Adding sprites](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation/adding-sprites)
* [Lesson 5 Project design](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation/project-design)
* [Lesson 6 Following my design](https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation/following-my-design)
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| **Jaguars****Years 3 & 4** | Computing systems and networks – Connecting computers* [Lesson 1 How does a digital device work?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/how-does-a-digital-device-work)
* [Lesson 2 What parts make up a digital device?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/what-parts-make-up-a-digital-device)
* [Lesson 3 How do digital devices help us?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/how-do-digital-devices-help-us)
* [Lesson 4 How am I connected?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/how-am-i-connected)
* [Lesson 5 How are computers connected?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/how-are-computers-connected)
* [Lesson 6 What does our school network look like?](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers/what-does-our-school-network-look-like)
 | Creating media - Stop-frame animation* [Lesson 1 Can a picture move?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation/can-a-picture-move)
* [Lesson 2 Frame by frame](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation/frame-by-frame)
* [Lesson 3 What's the story?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation/what-s-the-story)
* [Lesson 4 Picture perfect](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation/picture-perfect)
* [Lesson 5 Evaluate and make it great!](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation/evaluate-and-make-it-great)
* [Lesson 6 Lights, camera, action!](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation/lights-camera-action)
 | Programming A - Sequencing sounds* [Lesson 1 Introduction to Scratch](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music/introduction-to-scratch)
* [Lesson 2 Programming sprites](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music/programming-sprites)
* [Lesson 3 Sequences](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music/sequences)
* [Lesson 4 Ordering commands](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music/ordering-commands)
* [Lesson 5 Looking good](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music/looking-good)
* [Lesson 6 Making an instrument](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music/making-an-instrument)
 | Data and information – Branching databases* [Lesson 1 Yes or no questions](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases/yes-or-no-questions)
* [Lesson 2 Making groups](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases/making-groups)
* [Lesson 3 Creating a branching database](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases/creating-a-branching-database)
* [Lesson 4 Structuring a branching database](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases/structuring-a-branching-database)
* [Lesson 5 Using a branching database](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases/using-a-branching-database)
* [Lesson 6 Two ways of presenting information](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases/two-ways-of-presenting-information)
 | Creating media – Desktop publishing* [Lesson 1 Words and pictures](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing/words-and-pictures)
* [Lesson 2 Can you edit it?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing/can-you-edit-it)
* [Lesson 3 Great template!](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing/great-template)
* [Lesson 4 Can you add content?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing/can-you-add-content)
* [Lesson 5 Lay it out](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing/lay-it-out)
* [Lesson 6 Why desktop publishing?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing/why-desktop-publishing)
 | Programming B - Events and actions in programs* [Lesson 1 Moving a sprite](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/moving-a-sprite)
* [Lesson 2 Maze movement](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/maze-movement)
* [Lesson 3 Drawing lines](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/drawing-lines)
* [Lesson 4 Adding features](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/adding-features)
* [Lesson 5 Debugging movement](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/debugging-movement)
* [Lesson 6 Making a project](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/making-a-project)
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| **Panthers****Years 5 & 6** | Computing systems and networks - Systems and searching* [Lesson 1 Systems](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information/systems)
* [Lesson 2 Computer systems and us](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information/computer-systems-and-us)
* [Lesson 3 Searching the web](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information/searching-the-web)
* [Lesson 4 Selecting search results](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information/selecting-search-results)
* [Lesson 5 How search results are ranked](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information/how-search-results-are-ranked)
* [Lesson 6 How are searches influenced](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information/how-are-searches-influenced)
 | Creating media - Video production* [Lesson 1 What is video?](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing/what-is-video)
* [Lesson 2 Filming techniques](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing/filming-techniques)
* [Lesson 3 Using a storyboard](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing/using-a-storyboard)
* [Lesson 4 Planning a video](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing/planning-a-video)
* [Lesson 5 Importing and editing video](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing/importing-and-editing-video)
* [Lesson 6 Video evaluation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing/video-evaluation)
 | Programming A – Selection in physical computing* [Lesson 1 Connecting Crumbles](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/connecting-crumbles)
* [Lesson 2 Combining output components](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/combining-output-components)
* [Lesson 3 Controlling with conditions](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/controlling-with-conditions)
* [Lesson 4 Starting with selection](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/starting-with-selection)
* [Lesson 5 Drawing designs](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/drawing-designs)
* [Lesson 6 Writing and testing algorithms](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing/writing-and-testing-algorithms)
 | Data and information – Flat-file databases* [Lesson 1 Creating a paper-based database](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases/creating-a-paper-based-database)
* [Lesson 2 Computer databases](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases/computer-databases)
* [Lesson 3 Using a database](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases/using-a-database)
* [Lesson 4 Using search tools](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases/using-search-tools)
* [Lesson 5 Comparing data visually](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases/comparing-data-visually)
* [Lesson 6 Databases in real life](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases/databases-in-real-life)
 | Creating media – Introduction to vector graphics* [Lesson 1 The drawing tools](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing/the-drawing-tools)
* [Lesson 2 Creating images](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing/creating-images)
* [Lesson 3 Making effective drawings](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing/making-effective-drawings)
* [Lesson 4 Layers and objects](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing/layers-and-objects)
* [Lesson 5 Manipulating objects](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing/manipulating-objects)
* [Lesson 6 Create a vector drawing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing/create-a-vector-drawing)
 | Programming B – Selection in quizzes* [Lesson 1 Exploring conditions](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes/exploring-conditions)
* [Lesson 2 Selecting outcomes](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes/selecting-outcomes)
* [Lesson 3 Asking questions](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes/asking-questions)
* [Lesson 4 Planning a quiz](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes/planning-a-quiz)
* [Lesson 5 Testing a quiz](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes/testing-a-quiz)
* [Lesson 6 Evaluating a quiz](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes/evaluating-a-quiz)
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