**CATFORTH PRIMARY SCHOOL**

**COMPUTING COVERAGE ACROSS THE SCHOOL**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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) |
| **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) |
| **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) |
| **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) |
| **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) |
| **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) |