



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Computing systems and networks – technology around us	Computing systems and networks – IT around us	Computing systems and networks – connecting computers	Computing systems and networks – The Internet	Computing systems and networks - Systems and searching	Computing systems and networks - Communication and collaboration
Autumn 2	Creating media – digital painting	Creating media – digital photography	Creating media – stop frame animation	Creating media - Audio production	Creating media - Video production	Creating media – Web page creation
Spring 1	Programming A – moving a robot	Programming A – robot algorithms	Programming A - Sequencing sounds	Programming A – Repetition in shapes	Programming A – Selection in physical computing	Programming A – Variables in games
Spring 2	Data and information – grouping data	Data and information – pictograms	Data and information – Branching databases	Data and information – Data logging	Data and information – Flat-file databases	Data and information - Introduction to Spreadsheets
Summer 1	Creating media – digital writing	Creating media – digital music	Creating media – Desktop publishing	Creating media – Photo editing	Creating media – Introduction to vector graphics	Creating media – 3D Modelling
Summer 2	Programming B – programming animations	Programming B – programming quizzes	Programming B - Events and actions in programs	Programming B – Repetition in games	Programming B – Selection in quizzes	Programming B - Sensing movement