COMPUTING COVERAGE

	Autumn 1st Half	Autumn 2nd Half	Spring 1st Half	Spring 2nd Half	Summer 1st Half	Summer 2nd Half
Year 1	Technology Around Us	Creating Media Digital Painting	Data and Information Grouping Data	Moving a Robot (Programming A)	Creating Media Digital Writing	Animation (Programming B)
Year 2	Information Technology Around Us	Creating Media Digital Photography	Data and Information Pictograms	Robot Algorithms (Programming A)	Creating Media Making Music	An Introduction into Quizzes (Programming B)
Year 3	Connecting Computers	Creating Media – audio	Data and Information Branching Databases	Sequence in Music (Programming A)	Creating Media Desktop Publishing	Events and Actions (Programming B)
Year 4	The Internet	Creating Media Photo Editing	Data and Information Data Logging	Repetition in Shapes (Programming A)	Creating Media Animation	Repetition in Games (Programming B)
Year 5	Creating Media Vector Drawing	Creating Media Video Editing	Data and Information Flat File Databases	Selection in Physical Computing (Programming A)	Sharing Information	Selection in Quizzes (Programming B)
Year 6	Computing Systems Communication	Creating Media Webpage creation	Data and information Introduction to Spreadsheets	Variables in Games (Programming A)	Creating Media 3D Modelling	Sensing (Programming B)