

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks	Creating Media	Programming	Data and information	Creating Media	Programming
Year 1	Technology around us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
Year 2	IT Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
Year 3	Connecting Computers	How do you create a stop-frame animation?	Can we use coding to sequence sounds?	How do we use branching databases?	How are text and images used in publishing?	How can events and actions be used in sequencing?
Year 4	The Internet	What are input and output devices?	How can we use looping and repetition when creating a program?	How and why is data collected over time?	Can photos be changed and edited?	How is repetition used in games?
Year 5	Systems and Searching	How are short videos created?	What is physical computing and how is it used?	How can a flat-file database be used to organise data?	What drawing tools can be used to create vector drawings?	How do conditions affect the outcomes?
Year 6	Communication and collaboration	How are short videos created?	What are variables and how do they effect games?	Why do we use spreadsheets and why?	How can computers be used to make 3D models?	What is a micro:bit and how is it used?