



Computing

| Cycle A | | | Cycle B | | |
|---|--|--|---|--|---|
| Y1/2 | | | Y1/2 | | |
| Autumn | Spring | Summer | Autumn | Spring | Summer |
| Connecting systems and networks <u>Technology around us (Y1)</u> | Creating Media <u>Digital Photography (2)</u> | Programming <u>Moving a robot (1)</u> | Connecting systems and networks <u>Technology around us (2)</u> | Creating Media <u>Digital music (2)</u> | Programming <u>Introduction to animations (1)</u> |
| Creating Media <u>Digital painting (Y1)</u> | Data and information <u>Grouping Data (1)</u> | Programming <u>Robot algorithms (2)</u> | Creating Media <u>Digital writing (1)</u> | Data and information <u>Pictograms (2)</u> | Programming <u>Programming quizzes (2)</u> |
| Y3/4 | | | | | |
| Autumn | Spring | Summer | Autumn | Spring | Summer |
| Connecting systems and networks <u>Connecting Computers (3)</u> | Programming <u>Sequencing Sounds (3)</u> | Creating Media <u>Audio Production (4)</u> | Connecting systems and networks <u>The internet (4)</u> | Programming <u>Repetition in Shapes (4)</u> | Creating Media <u>Photo editing (4)</u> |
| Creating Media <u>Desktop Publishing (3)</u> | Data and information <u>Data logging (4)</u> | Programming <u>Events and actions in programs (3)</u> | Creating Media <u>Stop frame animation (3)</u> | Data and information <u>Branching databases (3)</u> | Programming <u>Repetition in games (4)</u> |
| Y5/6 | | | | | |
| Autumn | Spring | Summer | Autumn | Spring | Summer |
| Connecting systems and networks <u>Systems and searching (5)</u> | Creating Media <u>3D modelling (6)</u> | Creating Media <u>Introduction to vector graphics (5)</u> | Connecting systems and networks <u>Communication and collaboration (6)</u> | Programming <u>Variables in Games (6)</u> | Data and information <u>Introduction to spreadsheets (6)</u> |
| Programming <u>Selection in physical computing (5)</u> | Data and information <u>Flat file databases (5)</u> | Programming <u>Selection in quizzes (5)</u> | Creating Media <u>Website creation (6)</u> | Programming <u>Sensing Movement (6)</u> | Creating Media <u>Video Production (5)</u> |

