

	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
Year 1	Technology Around Us (Computing Systems and Networks) <i>Recognising technology in school and using it responsibly.</i>	Digital Painting (Creating Media) <i>Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</i>	Grouping Data (Data and Information) <i>Exploring object labels, then using them to sort and group objects by properties.</i>	Moving a Robot (Programming) <i>Writing short algorithms and programs for floor robots, and predicting program outcomes.</i>	Digital Writing (Creating Media) <i>Using a computer to create and format text, before comparing to writing non-digitally.</i>	Programming Animations (Programming) <i>Designing and programming the movement of a character on screen to tell stories.</i>
Year 2	Information Technology Around Us (Computing Systems and Networks) <i>Identifying IT and how its responsible use improves our world in school and beyond.</i>	Robot Algorithms (Programming) <i>Creating and debugging programs, and using logical reasoning to make predictions.</i>	Pictograms (Data and Information) <i>Collecting data in tally charts and using attributes to organise and present data on a computer.</i>	Programming Quizzes (Programming) <i>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</i>	Digital Music (Creating Media) <i>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</i>	Digital Photography (Creating Media) <i>Capturing and changing digital photographs for different purposes</i>
Year 3	Connecting Computers (Computing Systems and Networks) <i>Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</i>	Stop-Frame Animations (Creating Media) <i>Capturing and editing digital still images to produce a stop-frame animation that tells a story.</i>	Sequencing Sounds (Programming) <i>Creating sequences in a block-based programming language to make music.</i>	Branching Databases (Data and Information) <i>Building and using branching databases to group objects using yes/no questions.</i>	Events and Actions in Programs (Programming) <i>Writing algorithms and programs that use a range of events to trigger sequences of actions.</i>	Desktop Publishing (Creating Media) <i>Creating documents by modifying text, images, and page layouts for a specified purpose.</i>
Year 4	The Internet (Computing Systems and Networks) <i>Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</i>	Audio Production (Creating Media) <i>Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</i>	Data Logging (Data and Information) <i>Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</i>	Repetition in Shapes (Programming) <i>Using a text-based programming language to explore count-controlled loops when drawing shapes.</i>	Photo Editing (Creating Media) <i>Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</i>	Repetition in Games (Programming) <i>Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</i>
Year 5	Systems and Searching (Computing Systems and Networks) <i>Recognising IT systems in the world and how some can enable searching on the internet.</i>	Selection in Physical Computing (Programming) <i>Exploring conditions and selection using a programmable microcontroller.</i>	Introduction to Vector Graphics (Creating Media) <i>Creating images in a drawing program by using layers and groups of objects.</i>	Flat-File Databases (Data and information) <i>Using a database to order data and create charts to answer questions.</i>	Video Production (Creating Media) <i>Planning, capturing, and editing video to produce a short film.</i>	Selection in Quizzes (Programming) <i>Exploring selection in programming to design and code an interactive quiz.</i>
Year 6	Communication and Collaboration (Computing Systems and Networks) <i>Exploring how data is transferred by working collaboratively online.</i>	Variables in Games (Programming) <i>Exploring variables when designing and coding a game.</i>	Webpage Creation (Creating Media) <i>Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</i>	3D Modelling (Creating Media) <i>Planning, developing, and evaluating 3D computer models of physical objects</i>	Sensing Movement (Programming) <i>Designing and coding a project that captures inputs from a physical device.</i>	Introduction to Spreadsheets (Data and Information) <i>Answering questions by using spreadsheets to organise and calculate data.</i>