KS1

Year A

| Autumn | Computing systems and networks – Technology around us |
|--------|---|
| | Creating media – Digital painting |
| Spring | Programming A – Moving a robot |
| | Data and Information – Grouping data |
| Summer | Creating media – Digital writing |
| | Programming A – Robot algorithms |

Year B

| Autumn | Computing systems and networks – IT around us |
|--------|---|
| | Creating media – Digital photography |
| Spring | Programming B – Programming animations |
| | Data and Information – Pictograms |
| Summer | Creating media – Digital music |
| | Programming B – Programming quizzes |

With the exception of Programming, units can be taught in any order within the cycle to fit with other learning.

KS2

Year A

| Term | Year 3/ <u>4</u> | Year 5/ <u>6</u> |
|--------|---|--|
| Autumn | | |
| | Computing systems and networks – The Internet | Computing systems and networks – Communication and collaboration |
| | Creating media – Audio production | Creating media – Web page creation |
| Spring | | |
| | Programming A – Repetition in shapes | Programming A – Variables in games |
| | | |
| | Data and Information – Data logging | Data and Information – Introduction to spreadsheets |
| Summer | | |
| Summer | Creating media – Photo editing | Creating media – 3D modelling |
| | | |
| | Programming B – Repetition in games | Programming B – Sensing movement |
| | | |

With the exception of Programming, units can be taught in any order within the cycle to fit with other learning.

Year B

| Term | Year <u>3</u> /4 | Year <u>5</u> /6 |
|--------|---|--|
| Autumn | | |
| | Computing systems and networks – Connecting Computers | Computing systems and networks – Systems and searching |
| | Creating media – Stop-frame animation | Creating media – Video production |
| Spring | | |
| | Programming A – Sequencing Sounds | Programming A – Selection in physical computing |
| | Data and Information – Branching Databases | Data and Information – Flat-file databases |
| Summer | | |
| | Creating media – Desktop publishing | Creating media – Introduction to vector graphics |
| | Programming B – Events and actions programs | Programming B – Selection in quizzes |

With the exception of Programming, units can be taught in any order within the cycle to fit with other learning.