



	Autumn 1 Computing Systems & Networks	Autumn 2 Creating Media Unit 1	Spring 1 Programming A – moving a Robot / sequencing music	Spring 2 Data & Information	Summer 1 Creating Media Unit 2	Summer 2 Programming b Animation/events/actions
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	Grouping data	Digital writing	Programming animations
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Grouping data	Desktop publishing	Programming quizzes
Year 4	The Internet	Stop-frame animation	Repetition in shapes	Grouping data	Photo editing	Programming quizzes
Year 5	Systems and searching	Stop-frame animation	Repetition in shapes	Grouping data	Introduction to vector graphics	Repetition in games
Year 6	Branching databases	Communication and collaboration	Variables in games	Stop-frame animation	3D Modelling	Sensing movement