Computing

	Autumn		Spring		Summer	
	Term 1	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
KS1 A	Computing Systems and networks – Technology around us Year 1	Creating media – Digital Printing Year 1	Programming A – Moving a robot Year 1	Data and Information – Grouping Data Year 1	Creating Media – Digital Writing Year 1	Programming B – Programming Animations Year 1
KS1 B	Computing Systems and networks – IT around us Year 2	Creating media – Digital photography Year 2	Programming A – Robot algorithms Year 2	Data and Information – Pictograms Year 2	Creating Media – Digital music Year 2	Programming B – Programming quizzes Year 2
Lower KS2 A	Computing Systems and networks – Connecting computers Year 3	Creating media – Stop frame animation Year 3	Programming A – Sequencing sounds Year 3	Data and Information – ranching databases Year 3	Creating Media – Desktop Publishing Year 3	Programming B – Events and actions in programs Year 3
Lower KS2 B	Computing Systems and networks – The internet Year 4	Creating media – Audio production Year 4	Programming A – Repetition in shapes Year 4	Data and Information – Data logging Year 4	Creating Media – Photo editing Year 4	Programming B – Repetition in games Year 4
Upper KS2 A	Computing Systems and networks – Systems and searching Year 5	Creating media – Video production Year 5	Programming A – Selection in physical computing Year 5	Data and Information – Flat-file database Year 5	Creating Media – Introduction to vector graphics Year 5	Programming B – Selection in quizzes Year 5
Upper KS2 B	Computing Systems and networks – Communication and collaboration Year 6	Creating media – Web page creation Year 6	Programming A – variables in games Year 6	Data and Information – Introduction to spreadsheets Year 6	Creating Media – 3D modelling Year 6	Programming B – Sensing movement Year 6