	Computing Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	**Technology around us**	**Digital painting**	**Moving a robot**	**Grouping data**	**Digital writing**	**Programming animations**
	Recognising technology in school and using it responsibly CS, ET, IT	Choosing Appropriate tools in a program to create art, and making comparisons with working nondigitally CM, DD, ET	Writing short algorithms and programs for floor robots, and predicting program outcomes AL, DD, IT, PG	Exploring object labels, then using them to sort and group objects by properties DI	Using a computer to create and format text, before comparing to writing non-digitally CM, DD, ET	Designing and programming the movement of a character on screen to tell stories AL, DD, PG
Year 2	**Information technology around us**	**Digital photography**	**Robot algorithms**	**Pictograms**	**Digital music**	**Programming quizzes**
	Identifying IT and how its responsible use improves our world in school and beyond CS, IT, NW, SS	Capturing and changing digital photographs for different purposes CM, CS, DD, ET	Creating and debugging programs, and using logical reasoning to make predictions AL, DD, PG	Collecting data in tally charts and using attributes to organise and present data on a computer DI, ET, SS	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition CM, DD, DI, ET	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz DD, PG
Year 3	**Connecting computers**	**Stop-frame animation**	**Sequencing sounds**	**Branching databases**	**Desktop publishing**	**Events and actions in programs**
	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks CS, IT, NW	Applying digital skills to create a stop-frame animation that tells a story CM, DD, ET	Creating sequences in a block-based programming language to make music AL, CM, SDD, ET, PG	Building and using branching databases to group objects using yes/no questions DD, DI, ET	Creating documents and modifying text, images and page layouts for a specific purpose CM, DD, ET, IT	Writing algorithms and programs that use a range of events to trigger sequences of actions DD, ET, PG
Year 4	**The internet**	**Audio production**	**Repetition in shapes**	**Data logging**	**Photo editing**	**Repetition in games**
	Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content CM, IT, NW, SS	Capturing and editing audio to produce a podcast, ensuring that copyright is considered CM, CS, DD, DI, ET	Using a text-based programming language to explore count-controlled loops when drawing shapes AL, ET, PG	Recognising how and why data is collected over time, and gaining an introductory understanding of data analysis CS, DI, ET	Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled, CM, DD, ET, IT, SS	Using a block-based programming language to explore count-controlled and infinite loops when creating a game AL, DD, PG
Year 5	**Systems and searching**	**Video production**	**Selection in physical computing**	**Flat-file databases**	**Introduction to vector graphics**	**Selection in quizzes**
	Recognising IT systems in the world and how some can enable searching on the internet CS, DD, ET, IT, NW	Planning, capturing, and editing video to produce a short film CM, CS, DD, ET, SS	Exploring conditions and selection using a programmable microcontroller CS, DD, PG	Using a database to order data and create charts to answer questions DD, DI, ET	Creating images in a drawing program by using layers and groups of objects CM, DD, DI, ET	Exploring selection in programming to design and code an interactive quiz AL, DD, PG
Year 6	**Communication and collaboration**	**Webpage creation**	**Variables in games**	**Introduction to spreadsheets**	**3D modelling**	**Sensing movement**
	Exploring how data is transferred by working collaboratively online DD, ET, IT, NW	Designing and creating webpages, giving consideration to copyright, aesthetics and navigation CM, DD, ET, IT, NW, SS	Exploring variables when designing and coding a game DD, PG	Answering questions by using spreadsheets to organise and calculate data CM, DI, ET, PG	Planning, developing, and evaluating 3D computer models of physical objects CM, DD, ET	Designing and coding a project that captures inputs from physical devices CS, DD, PG

KEY					
	AL: Algorithms	CM: Creating Media	CS: Computing Systems	DD: Design & Development	DI: Data & Information
	ET: Effective Use of tools	IT: Impact of Technology	NW: Networks	PG: Programming	SS: Safety & Security