

Year 1	Computing systems and networks – Technology around us <u>Cycle One: Enchanted Woodland Aut 2</u>	Creating media – Digital painting	Creating media – Digital writing <u>Cycle One: Fish, Flsns and Gills</u>	Data and information – Grouping data	Programming A – Moving a robot <u>Foundation</u>	Programming B – Introduction to animation <u>Cycle Two Towers, Turrets and Tunnels</u>
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Creating media – Making music	Data and information – Pictograms	Programming A – Robot algorithms <u>Foundation</u>	Programming B – An introduction to quizzes <u>Cycle Two Summer One: Scented Garden!</u>
Year 3	Computing systems and networks – Connecting computers <u>Cycle One: Autumn 1</u>	Creating media – Animation	Creating media – Desktop publishing <u>Cycle One: Spring 2: What the Greeks did for us</u>	Data and information – Branching databases	Programming A – Sequence in music <u>Cycle Two: Aut 1: Scrummdidlyumptious</u>	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing	Creating media – Photo editing	Data and information – Data logging	Programming A – Repetition in shapes <u>Cycle Two: Spring 2: Tremors</u>	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing <u>Cycle 2: Summer 1 Scream Machine</u>	Creating media – Video editing	Data and information – Flat-file databases	Programming A – Selection in physical computing	Programming B – Selection in quizzes

	<u>Cycle One: Autumn 1: Alchemy Island</u>			<u>Cycle One: ID in Topic lessons</u>		<u>Cycle 2: Tomorrow's World Topic</u>
Year 6	Computing systems and networks – Communication	Creating media – 3D modelling	Creating media – Web page creation <u>Cycle 2: Tomorrow's World Topic</u>	Data information - Spreadsheets <u>Cycle One: ID in Computing lessons</u>	Programming A – Variables in games <u>Cycle One: Hola Mexico!</u>	Programming B – Sensing