FS	Y1			Y2			Y3			Y4			Y5			Y6		
Over the year:	Aut	Spr	Sum	Aut	Spr	Sum	Aut	Spr	Sum	Aut	Spr	Sum	Aut	Spr	Sum	Aut	Spr	Sum
	Computing systems and networks — Technology around us — Recognising technology in school and using it responsibly.	**Programming A** — Moving a robot — Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Creating media** — Digital Writing — Using a computer to create and format text, before comparing to writing non-digitally.	**Computing systems and networks** — Information technology around us — Identifying IT and how its responsible use improves our world in school and beyond.	**Programming A** — Robot Algorithms — Creating and debugging programs, and using logical reasoning to make predictions.	**Creating media** — Making Music — Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Computing systems and networks** — Connecting Computers — Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Programming A** — Sequencing sounds — Creating sequences in a block-based programming language to make music.	**Creating media** — Desktop publishing — Creating documents by modifying text, images, and page layouts for a specified purpose.	**Computing systems and networks** — The internet — Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Programming A** — Repetition in shapes — Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Creating media** — Photo editing — Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Creating media** — Vector drawing — Creating images in a drawing program by using layers and groups of objects.	**Creating media** — Video production — Planning, capturing, and editing video to produce a short film.	**Computing systems and networks** — Systems and searching — Recognising IT systems around us and how they allow us to search the Internet.	**Computing systems and networks** — Communication and collaboration — Identifying and exploring how data is transferred and information is shared online.	**Programming A** — Variables in games — Exploring variables when designing and coding a game.	**Creating media** — 3D modelling — Planning, developing, and evaluating 3D computer models of physical objects.
	Creating media — Digital Painting — Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Data and information** — Grouping Data — Exploring object labels, then using them to sort and group objects by properties.	**Programming B** — Programming Animations — Designing and programming the movement of a character on screen to tell stories.	**Creating media** — Digital Photography — Capturing and changing digital photographs for different purposes.	**Data and information** — Pictograms — Collecting data in tally charts and using attributes to organise and present data on a computer.	**Programming B** — Programming Quizzes — Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	**Creating media** — Stop-frame Animation — Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Data and information** — Branching databases — Building and using branching databases to group objects using yes/no questions.	**Programming B** — Events and actions in programs — Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Creating media** — Audio production — Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Data and information** — Data logging — Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Programming B** — Repetition in games — Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	**Programming A** — Selection in physical Computing — Exploring conditions and selection using a programmable microcontroller. CRUMBLE KITS	**Data and information** — Flat-file databases — Using a database to order data and create charts to answer questions.	**Programming B** — Selection in quizzes — Exploring selection in programming to design and code an interactive quiz.	**Creating media** — Webpage creation — Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Data and information** — Introduction to Spreadsheets — Answering questions by using spreadsheets to organise and calculate data	**Programming B** — Sensing — Designing and coding a project that captures inputs from a physical device.