	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot. -	Data and information – Grouping data – Switched off	Creating media – Digital writing	Programming B - Programming animations
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media - Digital music	Programming B – Programming quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation -Sticky notes	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media - Photo editing	Programming B – Repetition in games
Year 5	Creating media - Video production	Computing systems and networks – Systems and searching	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement