	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
AUTUMN 1	Programming A – moving a robot	Programming A – robot algorithms	Programming A – sequencing sounds	Programming A – repetition in shapes	Creating media – Intro to vector graphics	Programming A – variables in games
AUTUMN 2	Creating media – digital writing	Creating media – digital photography	Creating media – desktop publishing	Creating media – audio production	Computing systems and networks - Systems and searching	Creating media - 3D modelling
SPRING 1	Computing systems and networks - Technology around us	Computing systems and networks – IT around us	Computing systems and networks - Connecting computers	Computing systems and networks – the internet	Programming A – selection in physical computing	Computing systems and networks – communication and collaboration
SPRING 2	Data and information - Grouping data	Data and info – pictograms	Data and info - Branching databases	Data and information – cryptography	Data and info - Flat-file databases	Data and information – Intro to spreadsheets
SUMMER 1	Creating media - Digital painting	Creating media – digital music	Creating media – stop-frame animation	Creating media - Photo editing	Creating media - Video production	Creating media - Web page creation
SUMMER 2	Programming B – programming animations	Programming B – programming quizzes	Programming B – events and actions in programs	Programming B – repetition in games	Programming B – selection in quizzes	Programming B – sensing movement