

Computing	A			B		
	Autumn	Spring	Summer	Autumn	Spring	Summer
Computing Year 1/2	<p><u>Autumn 1</u> Computer systems and network: Technology around us (year 1)</p> <p><u>Autumn 2</u> Creating media: Digital Photography (year 2)</p>	<p><u>Spring 1</u> Programming A: Moving a robot (year 1)</p> <p><u>Spring 2</u> Data and information: Pictograms (year 2)</p>	<p><u>Summer 1</u> Creating media: Digital writing (year 1)</p> <p><u>Summer 2</u> Programming B: Programming animations (year 1)</p>	<p><u>Autumn 1</u> Computer systems and network: Information technology around us (year 2)</p> <p><u>Autumn 2</u> Creating media: digital painting (year 1)</p>	<p><u>Spring 1</u> Programming A: robot algorithms (year 2)</p> <p><u>Spring 2</u> Creating media: digital music (year 2)</p>	<p><u>Summer 1</u> Data and information: grouping data (year 1)</p> <p><u>Summer 2</u> Programming B (year 2)</p>
Computing Year 3/4	<p><u>Autumn 1</u> Computer systems and network: connecting computers (year 3)</p> <p><u>Autumn 2</u> Creating media: audio production (year 4)</p>	<p><u>Spring 1</u> Programming A: sequencing sound (year 3)</p> <p><u>Spring 2</u> Data and information: data logging (year 4)</p>	<p><u>Summer 1</u> Creating media: photo editing (year 4)</p> <p><u>Summer 2</u> Programming B: events and actions in programmes</p>	<p><u>Autumn 1</u> Computer systems and network: the internet (year 4)</p> <p><u>Autumn 2</u> Creating media: stop frame animation (year 3)</p>	<p><u>Spring 1</u> Programming A: repetition in shapes (year 4)</p> <p><u>Spring 2</u> Data and information: branching database (year 3)</p>	<p><u>Summer 1</u> Creating media: desktop publishing Year 3)</p> <p><u>Summer 2</u> Programming B: Repetition in games (year 4)</p>

Computing Year 5/6	<p><u>Autumn 1</u> Computing systems and networks: systems and searching (year 5)</p> <p><u>Autumn 2</u> Creating media: webpage creation (year 6)</p>	<p><u>Spring 1</u> Programming A: selection in physical computing (year 5)</p> <p><u>Spring 2</u> Data and information: introduction to spreadsheets (year 6)</p>	<p><u>Summer 1</u> Creating media: 3D modelling (Year 6)</p> <p><u>Summer 2</u> Programming B: selection in quizzes (year 5)</p>	<p><u>Autumn 1</u> Computing systems and networks: communication and collaboration (year 6)</p> <p><u>Autumn 2</u> Creating media: video production (year 5)</p>	<p><u>Spring 1</u> Programming A: variables in games (year 6)</p> <p><u>Spring 2</u> Data and information: flat-file database (year 5)</p>	<p><u>Summer 1</u> Creating media: vector drawing (year 5)</p> <p><u>Summer 2</u> Programming B: sensing movement (Year 6)</p>
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