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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Year 1** | **Technology around us**  Becoming familiar with different components of a computer including the mouse and keyboard. | **Creating media-** Digital Painting developing computer art using a variety of software’s. | **Moving a robot**  Identification of what each floor robot command does. Using knowledge to start predicting the outcome. Algorithms. | **Data and information**  Using labels to put objects into groups and labelling these groups. | **Digital Writing**  Typing on a keyboard. Using tools to change the look of writing. | **Introduction to animation**  Exploration of the way a project looks by investigating sprites and backgrounds. Programming blocks to use, modify, and create programs. |
| **Year 2** | **Computing systems and networks**  IT around us | **Creating media** Digital photography | **Programming A**  Robot algorithms | **Data and information** Pictograms | **Creating media** Making music | **Programming B**  An introduction to quizzes |
| **Year 3** | **Computer systems and networks**  Connecting computers | **Creating media**  Stop frame animations | **Programming A**  Sequencing sounds | **Data and Information**  Branching databases | **Creating media**  Desktop publishing | **Programming B**  Events and actions in programs |
| **Year 4** | **Computer systems and networks**  The internet | **Creating media**  Audio productions | **Programming A**  Repetition in shapes | **Data and Information**  Data log ins | **Creating media**  Photo editing | **Programming B**  Repetition in games |
| **Year 5** | **Computing systems and networks**  Sharing Information. | **Creating media** Vector drawing. | **Creating media**  Video editing | **Data and information**  Flat file databases | **Creating media** Introduction to vector graphics | **Programming B**  Selection in quizzes |
| **Year 6** | **Computing systems and networks** Communication | **Creating media**  3D Modelling | **Programming A** Variables in games | **Data and information** Spreadsheets | **Creating media** Web page creation | **Programming B**  Sensing |