COMPUTING

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 1	Technology around us (3/4/5)	Digital painting (3)	Moving a robot (1/2/5/6)	Grouping data (3/4)	Digital writing (3/4)	Programming animations (1/2/3/6)	Key Themes: 1. Understand algorithms 2. Create and debug simple programs 3. Use technology purposefully 4. Use technology safely and respectfully 5. Recognise common uses of information 6. Use logical reasoning
Year 2	Information technology around us (3/4/5)	Digital photography (3/5)	Robot algorithms (1/2/3/6)	Pictograms (3/4)	Making music (3)	An introduction to quizzes (1/2/6)	
Year 3	Connecting computers (2/4/7)	Stop-frame animation (7)	Sequence in music (1/2/3/7)	Branching databases (7)	Desktop publishing (5/7)	Events and actions (1/2/3/7)	Key themes: 1. Design, write and debug programs 2. Use sequence, selection and repetition in programs 3. Use logical reasoning 4. Understand networks 5. Use search technologies effectively 6. Use technology safely 7. Select, use and combine a variety of software
Year 4	The Internet (4/5/6/7)	Audio editing (5/6/7)	Repetition in shapes (1/2/3/7)	Data logging (2/7)	Photo editing (5/6/7)	Repetition in games (1/2/3/7)	
Year 5	Sharing information (1/2/4/6/7)	Video editing (5/6/7)	Selection in physical computing (1/2/3/7)	Flat-file databases (5/7)	Vector drawing (7)	Selection in quizzes (1/2/3/7)	
Year 6	Communication (1/4/5/6/7)	Web page creation (5/6/7)	Variables in games (1/2/3/7)	Introduction to spreadsheets (7)	3D Modelling (6/7)	Sensing (1/2/3/7)	