		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 Year 2	A	Computing systems and networks — Technology around us	Creating media — Digital painting	Programming A — Moving a robot Creating media — Digital writing	Data and information – Grouping data	Creating media — Digital writing	
	B	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 Year 4	A	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
	B	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 Year 6	A	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
	B	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 – To develop a program to use inputs and outputs on a controllable device