Computing

		Autumn		Spring		Summer	
KS1	**Year A 2022**	Creating media – Digital painting 1	Creating media – Digital writing 1	Creating media - Digital music 2	Programming A – Robot algorithms 2	Creating media – Digital photography 2	Programming B - Programming quizzes 2
	Year B 2023	Computing systems and networks – Technology around us 1	Computing systems and networks – IT around us 2	Programming A – Moving a robot 1	Data and information – Grouping data 1	Programming B - Programming animations 1	Data and information – Pictograms 2
Lower KS2	**Year A 2022**	Computing systems and networks – The Internet 4	Creating media - Audio production 4	Data and information – Branching databases 3	Creating media – Desktop publishing 3	Creating media – Photo editing 4	Data and information – Data logging 4
	Year B 2023	Computing systems and networks – Connecting computers 3	Creating media - Stop-frame animation 3	Programming A - Sequencing sounds 3	Programming B - Events and actions in programs 3	Programming A – Repetition in shapes 4	Programming B – Repetition in games 4
Upper KS2	**Year A 2022**	Computing systems and networks - Communication and collaboration 6	Creating media – Web page creation 6	Programming A – Variables in games 6	Data and information – Spreadsheets 6	Creating media – 3D Modelling 6	Programming B - Sensing movement 6
	Year B 2023	Computing systems and networks - Systems and searching 5	Programming A – Selection in physical computing 5	Data and information – Flat-file databases 5	Creating media – Introduction to vector graphics 5	Programming B – Selection in quizzes 5	Creating media - Video production 5

[Key Stage 1 (teachcomputing.org)](teachcomputing.org)

Year 1

1. Computing systems and networks – Technology around us

2. Creating media – Digital painting

3. Programming A – Moving a robot

4. Data and information – Grouping data

5. Creating media – Digital writing

6. Programming B - Programming animations

Year 2

1. Computing systems and networks – IT around us

2. Creating media – Digital photography

3. Programming A – Robot algorithms

4. Data and information – Pictograms

5. Creating media - Digital music

6. Programming B - Programming quizzes

[Key Stage 2 (teachcomputing.org)](teachcomputing.org)

Year 3

1. Computing systems and networks – Connecting computers

2. Creating media - Stop-frame animation

3. Programming A - Sequencing sounds

4. Data and information – Branching databases

5. Creating media – Desktop publishing

6. Programming B - Events and actions in programs

Year 4

1. Computing systems and networks – The Internet

2. Creating media - Audio production

3. Programming A – Repetition in shapes

4. Data and information – Data logging

5. Creating media – Photo editing

6. Programming B – Repetition in games

Year 5

1. Computing systems and networks - Systems and searching

2. Creating media - Video production

3. Programming A – Selection in physical computing

4. Data and information – Flat-file databases

5. Creating media – Introduction to vector graphics

6. Programming B – Selection in quizzes

Year 6

1. Computing systems and networks - Communication and collaboration

2. Creating media – Web page creation

3. Programming A – Variables in games

4. Data and information - Introduction to Spreadsheets

5. Creating media – 3D Modelling

6. Programming B - Sensing movement