

Computing

Year Group	Autumn	Spring	Summer
KS1 – Year A	Technology Around Us (1.1) Grouping Data (1.4)	Digital Writing (1.5) Information Technology Around Us (2.1)	Pictograms (2.4) Making Music (2.5)
KS1 – Year B	Digital Painting (1.2) Moving a Robot (1.3)	Programming Animations (1.6) Digital photography (2.2)	Robot Algorithms (2.3) Programming Quizzes (2.6)
Lower KS2 – Year A	Connecting computers (3.1) Branching databases (3.4)	Desktop publishing (3.5) The Internet (4.1)	Data logging (4.4) Photo editing (4.5)
Lower KS2 – Year B	Stop-frame animation (3.2) Sequencing sounds (3.3)	Events and actions in programs (3.6) Audio editing (4.2)	Repetition in shapes (4.3) Repetition in games (4.6)
Upper KS2 – Year A	Sharing information (5.1) Flat-file databases (5.4)	Vector drawing (5.5) Internet communication (6.1)	Introduction to spreadsheets (6.4) 3D modelling (6.5)
Upper KS2 – Year B	Video editing (5.2) Selection in physical computing (5.3)	Selection in quizzes (5.6) Webpage creation (6.2)	Variables in games (6.3) Sensing (6.6)

“You have filled my heart with greater joy” Psalm 4:7