



	Autumn 1 Computing Systems & Networks	Autumn 2 Programming 1	Spring 1 Creative Media 1	Spring 2 Data Science	Summer 1 Creative Media 2	Summer 2 Programming 2
EYFS	Technology Around Us: How do I use an iPad?	All About Instructions: How can I give and follow simple instructions?	Image making: How can I take a good photo?	Introduction to data: How can I sort and categorise objects?	Experimenting with sound: How can I make sounds effects using a digital tools?	Introduction to programming: How do I programme a Bee-Bot and debug instructions?
Year 1	Technology Around Us: What technology exists around us?	Introduction to robotics: How can I make a robot move?	Digital painting: How many colours can I make in a digital art project?	Grouping data: How can I organise data?	Digital writing: How can I create and change text?	Creating animations: How do I design a good animation?
Year 2	Information Technology Around Us: How can I make better use of the technology around us?	Writing algorithms: What are algorithms?	Image making: How good are photographs at telling the truth about the past?	Pictograms: What are pictograms?	Digital music: How can I make music using digital tools?	Creating quizzes: How do I programme a simple quiz?
Year 3	Connecting Computers: How does the technology we have in school work together?	Motion, sound & events: What is sequencing?	Stop frame animation: How do I make a good stop motion sequence?	Branching Databases: What are branching databases?	Desktop publishing: How can I use text and images to convey a message?	Events & actions: How do events and actions help me with my programming?
Year 4	The Internet: How does the internet work?	Motion, sound & events: What is sequencing?	Image editing: How can I edit photographs?	Branching Databases: What are branching databases?	Desktop publishing: How can I use text and images to convey a message?	Repetition in game design: What do repetition functions used in gaming functions look like?
Year 5	Systems and sharing: How can I make better use of the World Wide Web?	Variables in games: How do I make best use of variables?	Desktop publishing: How can I use text and images to convey a message?	Flat file databases: What are flat file databases?	Video production: How can I film and edit a short video?	Selection in game design: How do I use selection processes in a quiz style game I am creating?
Year 6	Systems and sharing: How can I make better use of the World Wide Web?	Variables in games: How do I make best use of variables?	Desktop publishing: How can I use text and images to convey a message?	Introduction to spreadsheets: How do spreadsheets work?	Audio production: How can I use audio files to create a podcast?	Selection in game design: How do I use selection processes in a quiz style game I am creating?

