



Computing

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	COMPUTER NETWORKS- Technology around us	PROGRAMMING 1- Beebots	DATA HANDLING- pictograms (J2data)	MEDIA- Digital Writing	MEDIA- Digital Art	PROGRAMMING 2- Animations in Scratch Junior
2	COMPUTER NETWORKS- IT around us	PROGRAMMING 1- Robot helper	MEDIA- Digital Music	DATA HANDLING- Venn diagrams & pictograms (J2data)	PROGRAMMING 3- Quizzes	PROGRAMMING 2- Turtle & logo 1
3	COMPUTER NETWORKS- Searchers and Surfers	PROGRAMMING 1- Sequencing sounds in scratch	DATA HANDLING- Branching databases (J2data)	PROGRAMMING 2- Learning loops with Scratch	MEDIA- Presenting	PROGRAMMING 3- Events and controls- scratch Mazes
4	COMPUTER NETWORKS- Internet	PROGRAMMING 1- Repetition in shapes	DATA HANDLING- Online questionnaires google forms	PROGRAMMING 2- Repetition in games	MEDIA- Digital Music 2	PROGRAMMING 3- Turtle & Logo 2
5	COMPUTER NETWORKS- Communication and collaboration	DATA HANDLING- Flat file databases- J2E	MEDIA- Vector drawing	PROGRAMMING 1- Programming turtle and logo	PROGRAMMING 2- Animations using Flipanim-	PROGRAMMING 3- Scratch- developing games
6	COMPUTER NETWORKS- Website creation	PROGRAMMING 1- Scratch	PROGRAMMING 2- Microbits- sensing movement	MEDIA- 3D modelling- Tinkercad	DATA HANDLING- Google sheets- introduction to spreadsheets	PROGRAMMING 3- Stories in Scratch