

Computing Overview - A Year

	Year 3/4	Year 5/6
Autumn 1	Computing systems and networks – Connecting computers	Computing systems and networks - Systems and searching
Autumn 2	Creating media - Stop-frame animation	Creating media - Video production
Spring 1	Programming A - Sequencing sounds	Programming A – Selection in physical computing
Spring 2	Data and information – Branching databases	Data and information – Flat-file databases
Summer 1	Creating media – Desktop publishing	Creating media – Introduction to vector graphics
Summer 2	Programming B - Events and actions in programs	Programming B – Selection in quizzes

Computing Overview - B Year

	Year 3/4	Year 5/6
Autumn 1	Computing systems and networks – The Internet	Computing systems and networks - Communication and collaboration
Autumn 2	Creating media - Audio production	Creating media – Web page creation
Spring 1	Programming A – Repetition in shapes	Programming A – Variables in games
Spring 2	Data and information – Data logging	Data and information - Introduction to Spreadsheets
Summer 1	Creating media – Photo editing	Creating media – 3D Modelling
Summer 2	Programming B – Repetition in games	Programming B - Sensing movement