



	KSI Cycle A	KSI Cycle B	LKS2 Cycle A	LKS2 Cycle B	UKS2 Cycle A	UKS2 Cycle B
Autumn 1	Computing systems and networks - Technology around us	Computing systems and networks - IT around us	Computing systems and networks - connecting computers	Computing systems and networks - the internet	Computing systems and networks - sharing information	Computing systems and networks - Communication
Autumn 2	Creating media - digital painting	Creating media - digital photography	Creating media - Animation	Creating media - Audio editing	Creating media - vector drawing	Creating media - 3D modelling
Spring 1	Creating media - digital writing	Creating media - making music	Creating media - desktop publishing	Creating media - phot editing	Creating media - Video editing	Creating media - Web page creation
Spring 2	Data and information - grouping data	Data and information - pictograms	Data and information - branching databases	Data and information - data logging	Data and information - Flat-file databases	Data and information - Spreadsheets
Summer 1	Programming A - moving a robot	Programming A - Robot algorithms	Programming A - Sequence in music	Programming A - Repetition in shapes	Programming A - Selection in physical computing	Programming A - Variables in games
Summer 2	Programming B - introduction to animation	Programming B - an introduction to quizzes	Programming B - Events and Actions	Programming B - Repetition in games	Programming B - Selection in Quizzes	Programming B - Sensing