



Computing 2024/2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems and networks - technology around us Programming A – Moving a robot	Programming B – Programming animations		Creating media Digital painting	Creating Media - digital writing	
Year 2	Computing systems and networks: IT around us	Creating media: Stop-frame media			Programming – programming quizzes	Data and information – pictograms
Year 3		Computing systems and networks: The Internet		Creating media: Stop-frame animation		Data and Information: Data logging Programming: sequencing sounds
Year 4		Computing systems and networks: The Internet		Creating media: Stop-frame animation		Data and Information: Data logging Programming: sequencing sounds
Year 5	Creating media: Video production				Programming – Variables in Games	Data and Information: Introduction to Spreadsheets Programming: Selection in Quizzes
Year 6	Creating media: Video production				Programming – Variables in Games	Creating media: Photo editing Programming: Selection in Quizzes