

	Autumn		Spring		Summer	
Year 1	Digital painting		Digital writing		Creating animations in programs	
Year 2	Information technology in the world beyond school		Using IT to organise and present data		Building sequences in programs	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Computer networks	Stop frame animation	Programming sequence using sound	Organising data using databases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio production	Repetition in programs	Data logging	Photo editing	Using repetition in programming to create a game
Year 5	Introduction to computer systems	Video production	Exploring selection in physical computing	Flat-file databases	Introduction to vector graphics	Using selection in programming to develop a quiz
Year 6	Communication and the internet	Web page creation	Using variables in programming to develop a game	Introduction to spreadsheets	3D modelling	Sensing movement with physical computing