

## Computing

	Autumn 1: Computing systems and networks	Autumn 2: Creating media	Spring 1: Programming A	Spring 2: Data and information	Summer 1: Creating media	Summer 2: Programming B
1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
2	IT around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
5	Systems and searching	Video production	Selection of physical computing	Flat-file databases	Introduction of vector graphics	Selection in quizzes
6	Communication and collaboration	Web page creation	Variables in games	Introduction to spreadsheets	3D modeling	Sensing movement