

Computing 2 Year rolling programme

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1/2 Year A	Technology Around us 1	Digital painting 1	Robot Algorithms 2	Grouping data 1	Making Music 2	Programming Quizzes 2
Y1/2 Year B	Information Technology around us 2	Digital photography 2	Moving a robot 1	Pictograms 2	Digital writing 1	Programming animations 1
Y3/4 Year A	Connecting computers 3	Audio production 4	Sequencing sounds 3	Data Logging 4	Desktop Publishing 3	Repetition in games 4
Y3/4 Year B	The Internet 4	Stop-Frame animation 3	Repetition in shape 4	Branching Databases 3	Photo Editing 4	Events and actions in programs 3
Year 5/6 Year A	Sharing Information 5	Variables in games 6	Vector drawing 5	Introduction to spreadsheets 6	Video Production 5	Sensing 6
Year 5/6 Year B	Internet Communication 6	Selection in quizzes 5	3D Modelling 6	Webpage creation 6	Flat file databases 5	Selection in physical computing 5