

Term	Strands	Year 3&4 A	Year 3&4 B	Year 3&4 C	Year 4&5 A	Year 4&5B	Year 4&5 C	Year 5&6 A	Year 5&6 B	Year 5&6 C
Autumn 1	Computer Systems And networks Data and information	Computing systems and networks - Connecting computers Computing systems and networks - The Internet	Computing systems and networks - Connecting computers Computing systems and networks - The Internet	Computing systems and networks - Connecting computers Computing systems and networks - The Internet	Computing systems and networks - The Internet Computing systems and networks - Systems and searching	Computing systems and networks - The Internet Computing systems and networks - Systems and searching	Computing systems and networks - The Internet Computing systems and networks - Systems and searching	Computing systems and networks - Systems and searching Computing systems and networks - Communication and collaboration	Computing systems and networks - Systems and searching Computing systems and networks - Communication and collaboration	Computing systems and networks - Systems and searching Computing systems and networks - Communication and collaboration
Autumn 2	Creating Media	Creating media Stop-frame animation (Humanities outcome) Creating media - Audio production (music to fit) animation)	Creating media Stop-frame animation (Science outcome) Creating media - Audio production (music to fit) animation)	Creating media Stop-frame animation (Maths outcome) Creating media - Audio production (music to fit) animation)	Creating media Audio production (recording a voice over based on humanities learning) Creating media Desktop publishing (humanities outcome)	Creating media Audio production (recording a voice over based on science learning) Creating media Desktop publishing (Science outcome)	Creating media Audio production (recording a voice over based on maths learning) Creating media Desktop publishing (maths outcome)	Creating media Video Production (humanities outcome-filming content linked to web page) Creating media - Web page creation (humanities outcome)	Creating media Video Production (science outcome - filming content linked to web page) Creating media - Web page creation Science (outcome)	Creating media Video Production (maths outcome - filming content linked to web page) Creating media - Web page creation (maths outcome)

Spring 1	Programming A (sequencing and selection)	Combine: Programming A (Y3) - Sequencing sounds in scratch Programming A (Y4) - Repetition in shapes (using pen up and pen down in scratch)	Programming A (Y3) - Sequencing sounds in scratch Programming A (Y4) - Repetition in shapes (using pen up and pen down in scratch)	Programming A (Y3) - Sequencing sounds in scratch Programming A (Y4) - Repetition in shapes (using pen up and pen down in scratch)	Programming A - Repetition using micro-bit (Creating a volcano) Programming A -selection using micro-bit (Creating a conductor test)	Programming A - Repetition using micro-bit (Digital Flashcards) Programming A -selection using micro-bit (Data handling)	Programming A - Repetition using micro-bit (Nature Art) Programming A -selection using micro-bit	Programming A - selection using micro bit (Kick strength data logging) Programming A - Variables in games (Scratch)	Programming A - selection using micro bit (getting active) Programming A - Variables in games (scratch)	Programming A - (selection using micro bit) Programming A - Variables in games (Scratch)
Spring 2	Data and information	Branching databases (Humanities focus) Data logging (Using VU data loggers) (measuring temperature)	Branching databases (Science focus) Data logging (Using VU data loggers) (measuring light)	Branching databases (Maths focus) Data logging (Using VU data loggers) (measuring sound)	Data logging (Using VU data loggers) (Combining data sources) Flat-file databases (create a database for logged data)	Data logging (Using VU data loggers) (Combining data sources) Flat-file databases (create a database for logged data)	Data logging (Using VU data loggers) (Combining data sources) Flat-file database (create a database for logged data)	Flat-file databases (Humanities focus) Spreadsheets (Humanities focus)	Flat-file databases (Science) Spreadsheets (Science Focus)	Flat-file databases (Maths) Spreadsheets (Maths)
Summer 1	Creating media 2	Desktop publishing Photo editing	Desktop publishing Photo editing	Desktop publishing Photo editing	Photo editing Introduction to vector graphics	Photo editing Introduction to vector graphics	Photo editing Introduction to vector graphics	Introduction to vector graphics 3D Modelling	Introduction to vector graphics 3D Modelling	Introduction to vector graphics 3D Modelling
Summer 2	Programming B	Events and actions in programs (scratch)	Events and actions in programs (scratch)	Events and actions in programs (scratch)	Repetition in games (scratch)	Repetition in games (scratch)	Repetition in games (scratch)	Quizzes in games (Scratch)	Quizzes in games (Scratch)	Quizzes in games (Scratch)

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