Computing	Autumn		Spring		Summer	
Year 3	**Online Messages** Navigating computers and responding appropriately to online messages.	**Connecting Computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specified purpose. **OR** **Stop Frame Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Branching databases** Building and using branching databases to group objects using yes/no questions	**Sequencing Sounds** Creating sequences in a block-based programming language to make music	**Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions
Year 4	**Rainforest research and presentation** Learning how to search effectively and how to create an engaging presentation on MS Powerpoint.	**The Internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Photo Editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Data Logging (linked to sound)** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Repetition in Shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	**Excel** Creating a chart based on their science investigation and analysing and evaluating this information.	**Systems and searching** Recognising IT systems in the world and how some can enable searching on the internet.	**Introduction to Vector Graphics** Creating images in a drawing program by using layers and groups of objects. **OR** **Video Production** Planning, capturing, and editing video to produce a short film.	**Flat-file Databases** Using a database to order data and create charts to answer questions	**Selection in Physical Computing** Exploring conditions and selection using a programmable microcontroller.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.
Year 6	**Coding: Primary Games Maker** Creating a game on Scratch for a target audience	**Communication and Collaboration** Exploring how data is transferred by working collaboratively online.	**3D Modelling** Planning, developing, and evaluating 3D computer models of physical objects. **OR** **Web Page Creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**Variables in Games** Exploring variables when designing and coding a game.	**Sensing Movement** Designing and coding a project that captures inputs from a physical device.

Computing	Autumn		Spring		Summer	
Year 3	Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop Frame Animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing Sounds Creating sequences in a block-based programming language to make music	Branching databases Building and using branching databases to group objects using yes/no questions	Desktop Publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions
Year 4	The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio Production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Data Logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Photo Editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in Games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Year 5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video Production Planning, capturing, and editing video to produce a short film.	Selection in Physical Computing Exploring conditions and selection using a programmable microcontroller.	Flat-file Databases Using a database to order data and create charts to answer questions	Introduction to Vector Graphics Creating images in a drawing program by using layers and groups of objects.	Selection in Quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and Collaboration Exploring how data is transferred by working collaboratively online.	Web Page Creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in Games Exploring variables when designing and coding a game.	Introduction to Spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D Modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing Movement Designing and coding a project that captures inputs from a physical device.