COMPUTING

Cycle B

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1 / 2	CREATING MEDIA: DIGITAL IMAGERY	PROGRAMMING: BEEBOTS	DATA HANDLING: INTRODUCTION TO DATA	PROGRAMMING 2: SCRATCH JR	CREATING MEDIA: STOP MOTION	DATA HANDLING: INTERNATIONAL SPACE STATION
Year 3 / 4	COMPUTING SYSTEMS AND NETWORKS: NETWORKS AND THE INTERNET	COMPUTING SYSTEMS AND NETWORKS: WORD PROCESSING SKILLS	COMPUTING SYSTEMS AND NETWORKS: JOURNEY INSIDE A COMPUTER	COMPUTING SYSTEMS AND NETWORKS: COLLABORATIVE LEARNING	DATA HANDLING: INVESTIGATING WEATHER	SKILLS SHOWCASE: HTML
Year 5 / 6	COMPUTING: PROGRAMMING: MUSIC	COMPUTING SYSTEMS AND NETWORKS: SEARCH ENGINES	CREATING MEDIA: STOP MOTION ANIMATION	COMPUTING: DATA HANDLING: BIG DATA 1	DATA HANDLING: BIG DATA 2	DATA HANDLING: INTRODUCTION TO PYTHON

Cycle A

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1 / 2	COMPUTING SYSTEMS AND NETWORKS: IMPROVING MOUSE SKILLS	PROGRAMMING: ALGORITHMS UNPLUGGED	SKILLS SHOWCASE: ROCKET TO THE MOON	COMPUTING SYSTEMS AND NETWORKS: WHAT IS A COMPUTER?	PROGRAMMING: ALGORITHMS AND DEBUGGING	COMPUTING SYSTEMS AND NETWORKS: WORD PROCESSING
Year 3 / 4	COMPUTING SYSTEMS AND NETWORKS: EMAILING	PROGRAMMING: SCRATCH	CREATING MEDIA: VIDEO TRAILERS	CREATING MEDIA: WEBSITE DESIGN	PROGRAMMING: FURTHER CODING WITH SCRATCH	PROGRAMMING: COMPUTATIONAL THINKING
Year 5 / 6	PROGRAMMING: MICRO:BIT	DATA HANDLING: MARS ROVER 1	DATA HANDLING: MARS ROVER 2	COMPUTING SYSTEMS AND NETWORKS: BLETCHLEY PARK	CREATING MEDIA: HISTORY OF COMPUTERS	SKILLS SHOWCASE: INVENTING A PRODUCT