

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 3	<p><b>Connecting computers</b></p> <p>Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p><b>Stop-frame animation</b></p> <p>Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p><b>Sequencing sounds</b></p> <p>Creating sequences in a block-based programming language to make music.</p>	<p><b>Branching databases</b></p> <p>Building and using branching databases to group objects using yes/no questions.</p>	<p><b>Desktop publishing</b></p> <p>Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p><b>Events and actions in programs</b></p> <p>Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
Year 4	<p><b>The internet</b></p> <p>Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p><b>Audio production</b></p> <p>Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p><b>Repetition in shapes</b></p> <p>Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p><b>Data logging</b></p> <p>Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p><b>Photo editing</b></p> <p>Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p><b>Repetition in games</b></p> <p>Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
Year 5	<p><b>Systems and searching</b></p> <p>Recognising IT systems around us and how they allow us to search the internet.</p>	<p><b>Video production</b></p> <p>Planning, capturing, and editing video to produce a short film.</p>	<p><b>Selection in physical computing</b></p> <p>Exploring conditions and selection using a programmable microcontroller.</p>	<p><b>Flat-file databases</b></p> <p>Using a database to order data and create charts to answer questions.</p>	<p><b>Vector drawing</b></p> <p>Creating images in a drawing program by using layers and groups of objects.</p>	<p><b>Selection in quizzes</b></p> <p>Exploring selection in programming to design and code an interactive quiz.</p>
Year 6	<p><b>Communication and collaboration</b></p> <p>Identifying and exploring how data is transferred and information is shared online.</p>	<p><b>Webpage creation</b></p> <p>Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.</p>	<p><b>Variables in games</b></p> <p>Exploring variables when designing and coding a game.</p>	<p><b>Introduction to spreadsheets</b></p> <p>Answering questions by using spreadsheets to organise and calculate data.</p>	<p><b>3D modelling</b></p> <p>Planning, developing, and evaluating 3D computer models of physical objects.</p>	<p><b>Sensing</b></p> <p>Designing and coding a project that captures inputs from a physical device.</p>