

## Computing Curriculum



	Computing Systems and Networks	Data and Information	Programming A	Programming B	Creating Media	Creating Media
Year 1	Technology around us	Grouping data	Moving a robot	Programming animations	Digital Painting	Digital Writing
Year 2	IT around us	Pictograms	Robot algorithms	Programming quizzes	Digital Photography	Digital Music
Year 3	Connecting Computers	Branching Databases	Sequencing sounds	Events and actions in programs	Desktop publishing	Stop-frame animations
Year 4	The Internet	Data Logging	Repetition in Shapes	Repetition in games	Audio Production	Photo Editing
Year 5	Systems and searching	Flat-File Databases	Selection in Physical Computing	Selection in Quizzes	Introduction to Vector graphics	Video Production
Year 6	Communication and Collaboration	Spreadsheets	Variables in Games	Sensing Movement	3D Modelling	Web Page Creation