

Curriculum Overview

	Computer Systems and Networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 3	Connecting Computers 3.1	Stop-frame Animation 3.2	Sequencing Sounds 3.3	Branching Databases 3.4	Desktop Publishing 3.5	Events And Actions In Programs 3.6
Year 4	The Internet 4.1	Audio Production 4.2	Repetition In Shapes 4.3	Data Logging 4.4	Photo Editing 4.5	Repetition In Games 4.6
Year 5	Sharing Information 5.1	Video Production 5.2	Selection In Physical Computing 5.3	Flat-file Databases 5.4	Vector Drawing 5.5	Selection In Quizzes 5.6
Year 6	Internet Communication 6.1	Webpage Creation 6.2	Variables In Games 6.3	Introduction To Spreadsheets 6.4	3D Modelling 6.5	Sensing 6.6

Unit Summaries

	Year 3	Year 4	Year 5	Year 6
Computer Systems and Networks	Connecting Computers Identifying that digital devices have inputs, processes and how devices can be connected to make networks	The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content	Systems And Searching Recognising IT systems around us and how they allow us to search the internet	Communication And Collaboration Identifying and exploring how data is transferred and information is shared online
Data and information	Branching Databases Building and using branching databases to group objects using yes/no questions	Data Logging Recognising how and why data is collected over time before using data loggers to carry out an investigation	Flat-file Databases Using a database to order data and create charts to answer questions	Introduction To Spreadsheets Answering questions by using spreadsheets to organise and calculate data

Unit Summaries

	Year 3	Year 4	Year 5	Year 6
Programming A	Sequencing Sounds Creating sequences in a block-based programming language to make music	Repetition In Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes	Selection In Physical Computing Exploring conditions and selection using a programmable microcontroller (crumble)	Variables In Games Exploring variables when designing and coding a game
Programming B	Events And Actions In Programs Writing algorithms and programs that use a range of events to trigger sequences of actions	Repetition In Games Using a block-based programming language to explore count-controlled and infinite loops when creating a game	Selection In Quizzes Exploring selection in programming to design and code an interactive quiz	Sensing Designing and coding a project that captures inputs from a physical device

Unit Summaries

	Year 3	Year 4	Year 5	Year 6
Creating Media 1	Stop-frame Animation Capturing and editing digital still images to produce a stop-frame animation that tells a story	Audio Production Capturing and editing audio to produce a podcast, ensuring that copyright is considered	Video Production Planning, capturing and editing video to produce a short film	Webpage Creation Designing and creating webpages giving consideration to copyright, aesthetics and navigation
Creating Media 2	Desktop Publishing Creating documents by modifying text, images and page layouts for a specified purpose	Photo Editing Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled	Vector Drawing Creating images in a drawing program by using layers and groups of objects	3D Modelling Planning, developing and evaluating 3D computer models of physical objects