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 test, 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

National Curriculum Coverage

Lower School (Year 3 & 4)	3.1 – Connecting Computers	3.2 – Stop-frame Animation	3.3 – Sequencing Sounds	3.4 – Branching Databases	3.5 – Desktop Publishing	3.6 – Events And Actions In Programs	4.1 – The Internet	4.2 – Audio Production	4.3 – Repetition In Shapes	4.4 – Data Logging	4.5 – Photo Editing	4.6 – Repetition In Games
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts			✓			✓			✓			✓
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	✓	✓				✓			✓	✓		✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs			✓			✓			✓			✓
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	✓						✓					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content				✓			✓	✓				
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact			✓		✓		✓	✓			✓	

National Curriculum Coverage

Lower School (Year 3 & 4)	5.1 – Sharing Information	5.2 – Video Production	5.3 – Selection In Physical Computing	5.4 – Flat-file Databases	5.5 – Vector Drawing	5.6 – Selection In Quizzes	6.1 – Internet Communication	6.2 – Webpage Creation	6.3 – Variables In Games	6.4 – Introduction To Spreadsheets	6.5 – 3D Modelling	6.6 – Sensing
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts			✓			✓	✓		✓			✓
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output			✓			✓			✓			✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs			✓			✓			✓			✓
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	✓						✓					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content		✓		✓			✓					
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	✓	✓						✓	✓		✓	