

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