



Overview of computing areas of study

Cycle A/B 2023-2024 Year B

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 | Online Education (DL) |
|-------------------------------|--|--|--|--|---|---|---|
| Year 1 +2 Cycle A | <u>Computing systems and networks</u> Information Technology around us (DL) | <u>Creating Media</u> Digital Writing (IT) | <u>Programming B</u> Programming animations (CS) (Scratch Jr) | <u>Data and Information</u> Grouping Data (IT) | <u>Creating Media</u> Digital Photography (IT) | <u>Programming A</u> Robot Algorithms (CS) (Beebots) | <p><i>Taught throughout the year.</i></p> <p><u>Project Evolve + Ten Ten</u></p> <ol style="list-style-type: none"> 1. Self-image and Identity 2. Online relationships 3. Online reputation 4. Managing online information 5. Privacy and security 6. Copyright and ownership 7. Online bullying 8. Health, wellbeing and lifestyle |
| Year 1 + 2 Cycle B | <u>Computing systems and networks</u> Technology Around us (DL) | <u>Creating Media</u> Digital Painting (IT) | <u>Programming A</u> Moving a robot (CS) (Beebots) | <u>Data and Information</u> Pictograms (IT) | <u>Creating Media</u> Digital Music (IT) | <u>Programming B</u> Programming Quizzes (CS) (Scratch Jr) | |
| Year 3 + 4 Cycle A | <u>Computing systems and networks</u> Connecting computers (DL) | <u>Creating Media</u> Desktop Publishing (IT) | <u>Programming A</u> Sequence Sounds (CS) | <u>Data and Information</u> Branching Databases (IT) | <u>Creating Media</u> Stop-frame Animation (IT) | <u>Programming A</u> Repetition In Shapes (CS) | |
| Year 3 + 4 Cycle B | <u>Computing systems and networks</u> The Internet (DL) | <u>Creating Media</u> Photo Editing (IT) | <u>Programming B</u> Events and Actions in programs (CS) | <u>Data and Information</u> Data Logging (IT) | <u>Programming B</u> Repetition in games (CS) | <u>Creating Media</u> Audio Production (IT) | |
| Year 5 + 6 Cycle A | <u>Computing systems and networks</u> Systems & Searching (DL) | <u>Creating Media</u> Introduction to Vector Graphics (IT) | <u>Programming A</u> Variables in games (CS) | <u>Data and Information</u> Flat-file databases (IT) | <u>Creating Media</u> Webpage Creation (IT) | <u>Programming B</u> Selection in physical computing (CS) (crumbles) | |
| Year 5 +6 Cycle B | <u>Computing systems and networks</u> Communication & Collaboration (DL) | <u>Data and Information</u> Introduction Spreadsheets (IT) | <u>Programming A</u> Selection in Quizzes (CS) | <u>Creating Media</u> 3D Modelling (CS) | <u>Creating Media</u> Video Production (IT) | <u>Programming B</u> Sensing Movement (CS) | |

