



# Overview of computing areas of study

Cycle A/B

2024-2025 Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Online Education (DL)
<b>Year 1 +2 Cycle A</b>	<u>Computing systems and networks</u> <b>Information Technology around us (DL)</b>	<u>Creating Media</u> <b>Digital Writing (IT)</b>	<u>Programming A</u> <b>Robot Algorithms (CS) (Beebots)</b>	<u>Data and Information</u> <b>Grouping Data (IT)</b>	<u>Creating Media</u> <b>Digital Photography (IT)</b>	<u>Programming B</u> <b>Programming animations (CS) (Scratch Jr)</b>	<b>Taught throughout the year: one lesson every half term.</b>  <u><b>Ten Ten + Common Sense Media</b></u>  1)Media Balance & Wellbeing 2) Cyberbullying, Digital Drama & Hate Speech 3)Relationship & Communication 4)News & Media Literacy 5)Privacy & Security 6)Digital Footprint & Identity
<b>Year 1 + 2 Cycle B</b>	<u>Computing systems and networks</u> <b>Technology Around us (DL)</b>	<u>Creating Media</u> <b>Digital Painting(IT)</b>	<u>Programming A</u> <b>Moving a robot (CS) (Beebots)</b>	<u>Data and Information</u> <b>Pictograms(IT)</b>	<u>Creating Media</u> <b>Digital Music (IT)</b>	<u>Programming B</u> <b>Programming Quizzes (CS) (Scratch Jr)</b>	
<b>Year 3 + 4 Cycle A</b>	<u>Computing systems and networks</u> <b>Connecting computers (DL)</b>	<u>Creating Media</u> <b>Desktop Publishing (IT)</b>	<u>Programming A</u> <b>Sequence Sounds (CS)</b>	<u>Data and Information</u> <b>Branching Databases (IT)</b>	<u>Creating Media</u> <b>Stop-frame Animation (IT)</b>	<u>Programming A</u> <b>Repetition In Shapes (CS)</b>	
<b>Year 3 + 4 Cycle B</b>	<u>Computing systems and networks</u> <b>The Internet (DL)</b>	<u>Creating Media</u> <b>Photo Editing (IT)</b>	<u>Programming B</u> <b>Events and Actions in programs (CS)</b>	<u>Data and Information</u> <b>Data Logging (IT)</b>	<u>Programming B</u> <b>Repetition in games (CS)</b>	<u>Creating Media</u> <b>Audio Production (IT)</b>	
<b>Year 5 + 6 Cycle A</b>	<u>Computing systems and networks</u> <b>Systems &amp; Searching (DL)</b>	<u>Creating Media</u> <b>Introduction to Vector Graphics (IT)</b>	<u>Programming A</u> <b>Variables in games (CS)</b>	<u>Programming B</u> <b>Sensing Movement (CS) micro:bits</b>	<u>Creating Media</u> <b>Webpage Creation (IT)</b>	<u>Data and Information</u> <b>Flat-file databases (IT)</b>	
<b>Year 5 +6 Cycle B</b>	<u>Computing systems and networks</u> <b>Communication &amp; Collaboration (DL)</b>	<u>Data and Information</u> <b>Introduction Spreadsheets (IT)</b>	<u>Programming A</u> <b>Selection in Quizzes (CS)</b>	<u>Creating Media</u> <b>3D Modelling (CS)</b>	<u>Creating Media</u> <b>Video Production (IT)</b>	<u>Programming B</u> <b>Selection in physical computing (CS) (crumbles)</b>	