



CYCLE A – 2024/2025						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Year 1: <u>1. Computing systems and networks – Technology around us</u>	Year 1: <u>2. Creating media – Digital painting</u>	Year 1: <u>3. Programming A – Moving a robot</u>	Year 1: <u>4. Data and information – Grouping data</u>	Year 1: <u>5. Creating media – Digital writing</u>	Year 1: <u>6. Programming B - Programming animations</u>
2/3	Year 2 <u>Computing systems and networks – IT around us</u>	Year 2 <u>Creating media – Digital photography</u>	Year 2 <u>Programming A – Robot algorithms</u>	Year 3 <u>Programming A - Sequencing sounds</u>	Year 3 <u>2. Creating media - Stop-frame animation</u>	Year 2 <u>Data and information – Pictograms</u>
4/5/6	Year 4 <u>2. Creating media - Audio production</u>	Year 6 <u>2. Creating media – Web page creation</u>	Year 4 <u>3. Programming A – Repetition in shapes</u>	Year 5 <u>3. Programming A – Selection in physical computing</u>	Year 4 <u>1. Computing systems and networks – The Internet</u>	Year 6 <u>4. Data and information - Introduction to Spreadsheets</u>



CYCLE B – 2025/2026						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Year 1: <u>1. Computing systems and networks – Technology around us</u>	Year 1: <u>2. Creating media – Digital painting</u>	Year 1: <u>3. Programming A – Moving a robot</u>	Year 1: <u>4. Data and information – Grouping data</u>	Year 1: <u>Creating media – Digital writing</u>	Year 1: <u>Programming B - Programming animations</u>
2/3	Year 2 <u>5. Creating media - Digital music</u>	Year 3 <u>5. Creating media – Desktop publishing</u>	Year 2 <u>6. Programming B - Programming animations</u>	Year 3 <u>6. Programming B - Events and actions in programs</u>	Year 3 <u>1. Computing systems and networks – Connecting computers</u>	Year 3 <u>4. Data and information – Branching databases</u>
4/5/6	Year 5 <u>1. Computing systems and networks - Systems and searching</u>	Year 4 <u>4. Data and information – Data logging</u>	Year 4 <u>6. Programming B – Repetition in games</u>	Year 5 <u>6. Programming B – Selection in quizzes</u>	Year 4 <u>5. Creating media – Photo editing</u>	Year 5 <u>5. Creating media – Introduction to vector graphics</u>



CYCLE C – 2026 / 2027 (Year 4/5/6 only)						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
4/5/6	Year 6 <u>1. Computing systems and networks - Communication and collaboration</u>	Year 5 <u>2. Creating media - Video production</u>	Year 6 <u>3. Programming A – Variables in games</u>	Year 6 <u>6. Programming B - Sensing movement</u>	Year 6 <u>5. Creating media – 3D Modelling</u>	Year 5 <u>4. Data and information – Flat-file databases</u>