

Owls	Autumn 1 Civilisation and Democracy	Autumn 2 Culture	Spring 1 All Around the World	Spring 2 Exploration and Discoveries	Summer 1 Natural Wonder	Summer 2 Community
Year 1	Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Moving a Robot	Introduction to Animation
Year 2	IT Around Us	Digital Photography	Making Music	Pictograms	Robot Algorithms	Introduction to Quizzes

Buzzards	Autumn 1 Civilisation and Democracy	Autumn 2 Culture	Spring 1 All Around the World	Spring 2 Exploration and Discoveries	Summer 1 Natural Wonder	Summer 2 Community
Year A	Y3/4 – connecting computers Y5/6 – sharing information	Y3/4 – Animation Y5/6 – web page creation	Y3/4 – sequencing music Year 5/6 - Selection in physical computing	Y3/4 – branching databases Y5/6 – flat-file databases	Y3/4 – desktop publishing Y5/6 – vector drawing	Y3/4 – events and actions Y5/6 - selection In quizzes
Year B	Y3/4 - the internet Y5/6 – communication	Y3/4 – audio editing Y5/6 – video editing	Y3/4 – Repetition in shapes Y5/6 - Variables in games	Y3/4 – data logging Y5/6 - spreadsheets	Y3/4 – photo editing Y5/6 – 3D modelling	Y3/4 – repetition in games Y5/6 – sensing
Year C	Y3/4 – connecting computers Y5/6 – sharing information	Y3/4 – Animation Y5/6 – web page creation	Y3/4 – sequencing music Year 5/6 - Selection in physical computing	Y3/4 – branching databases Y5/6 – flat-file databases	Y3/4 – desktop publishing Y5/6 – vector drawing	Y3/4 – events and actions Y5/6 - selection In quizzes
Year D	Y3/4 - the internet Y5/6 – communication	Y3/4 – audio editing Y5/6 – video editing	Y3/4 – Repetition in shapes Y5/6 - Variables in games	Y3/4 – data logging Y5/6 - spreadsheets	Y3/4 – photo editing Y5/6 – 3D modelling	Y3/4 – repetition in games Y5/6 – sensing