

Coverage of the Computing curriculum						
Cycle A 2022-2023						
Class 2	<u>Bright Lights, Big City</u> Computing systems and networks Information technology around us 2.1	<u>Paws Claws and Whiskers</u> Creating media Digital photography 2.2	<u>Splendid Skies</u> Programming A Robot algorithms 2.3	<u>The Scented garden</u> Data and information Pictograms 2.4	<u>Rio de Vida</u> Creating media Making music 2.5	<u>Land Ahoy</u> Programming B Programming quizzes 2.6
Class 3	<u>Egyptians</u> Computing systems and networks The internet 4.1	<u>Egyptians</u> Creating media Audio editing 4.2	<u>Tremors</u> Programming A Repetition in shapes 4.3	<u>There's no place like home</u> Data and information Data logging 4.4	<u>Potions</u> Creating media Photo editing 4.5	<u>Road trip to USA</u> Programming B Repetition in games 4.6
Class 4	<u>Space</u> Computing systems and networks Internet communication 6.1	<u>Stone Age</u> Creating media Webpage creation	<u>Blood Heart</u> Programming A Variables in games 6.3	<u>Vikings</u> Data and information Introduction to spreadsheets 6.4	<u>Titanic</u> Creating media 3D Modelling 6.5	<u>Mexico</u> Programming B Sensing 6.6
Cycle B 2021-2022						
Class 2	<u>Street Detectives</u> Computing systems and networks Technology around us 1.1	<u>Superheroes</u> Creating media Digital painting 1.2	<u>Moon zoom</u> Programming A Moving a robot 1.3	<u>Dinosaur Planet</u> Data and information Grouping data 1.4	<u>Towers, Tunnels & Turrets</u> Creating media Digital writing 1.5	<u>Beachcombers</u> Programming B Programming animations 1.6
Class 3	<u>The Impact of the Romans in Britain</u> Computing systems and networks Connecting computers 3.1	<u>The Impact of the Romans in Britain</u> Autumn 2 Creating media Stop-frame animation 3.2	<u>Mighty Mountains</u> Programming A Sequencing sounds 3.3	<u>Scrumdiddlyumptious</u> Data and information Branching databases 3.4	<u>Traders and Raiders</u> Creating media Desktop publishing 3.5	<u>The Iron Man</u> Programming B Events and actions in programs 3.6
Class 4	<u>Darwin's Delights</u> Computing systems and networks Sharing information 5.1	<u>Victorian Childhood</u> Creating media Video editing 5.2	<u>Scream machine</u> Programming A Selection in physical computing 5.3	<u>I am Wonder</u> Data and information Flat-File databases 5.4	<u>Caribbean Faith</u> Creating media Vector drawing 5.5	<u>Ancient Greece</u> Programming B Selection in quizzes. 5.6