# Computing 2 year rolling programme

Year A = September even years

Year B = September odd years

| Subject | Year A | Year B |
|---|---|---|
| KS1 | Autumn<br>Computing systems and networks: IT around us (Year 2)<br>Creating media (Year 1): Digital writing<br><br>Spring<br>Programming (year 1): Moving a robot<br>Data and information (Year 2): Pictograms<br>Safe Internet use<br><br>Summer<br>Digital photography<br>An introduction to quizzes | Autumn<br>Computing systems and networks: Technology around us (Year 1)<br>Creating media: digital media<br><br>Spring<br>Programming (year 2): Robot algorithms<br>Programming (year 1) - Introduction to animation<br>Safe Internet use<br><br>Summer<br>Data and information (Year 1): Grouping data<br>Creating media (Year 2): Making music |

| Subject | Year A | Year B |
|---|---|---|
| LKS2 | Autumn<br>Systems and Networks - Connecting Computers Y3<br>Programming A - Repetition – shapes –Y4<br><br>Spring<br>Creating media - creating audio - Y4<br>Data & information - Branching data - Y3<br><br>Summer<br>Creating media - Desktop publishing - Y3<br>Programming B Events & actions - Y3 | Autumn<br>Data & information - Data logging Y4<br>Programming B - Repetition – games Y4<br><br>Spring<br>Systems and networks - Internet Y4<br>Creating media - Stop-motion animation Y3<br><br>Summer<br>Programming A - Sequences sounds Y3<br>Creating media - Photo editing Y4 |

| Subject | Year A | Year B |
|---|---|---|
| UKS2 | Sharing Information | Internet Communication and collaboration |
| | Video Editing | Webpage Creation |
| | Vector drawing | Variables in games |
| | Flat-file databases | Introduction to Spreadsheets |
| | Selection in Physical Computing | 3D modelling |
| | Selection in Quizzes | Sensing |