

Computing Cycle A						
	Autumn Term (History)		Spring Term (Geography)		Summer Term (History)	
Year 1 & 2	Childhood 	Digital painting Information technology in the world beyond school	Bright Lights, Big City 	Digital writing Using IT to organise and present data	School Days 	Creating animations in programs Building sequences in programs
Year 3 & 4	Through the Ages 	Computer networks The Internet Stop Frame animation Audio production	Rocks, Relics & Rumbles 	Programme sequence using sound Repetition in programmes Organising data using databases Data logging	Emperors & Empires 	Desktop publishing Photo editing Events and actions in programs Using repetition in programming to create a game
Year 5/6/7	Dynamic Dynasties 	Introduction to computer systems Communication and the internet Clear Messaging in Digital Media	Sow, Grow & Farm 	Video production Web page creation Computer Networks and Data Transmission	Ground breaking Greeks 	Exploring selection in physical computing Using variables in programming to create a game Using Media to gain support for a cause

Computing Cycle B						
	Autumn Term (History)		Spring Term (Geography)		Summer Term (History)	
Year 1 & 2	Movers and Shakers 	Digital painting Information technology in the world beyond school	Coastline 	Digital writing Using IT to organise and present data	Magnificent Monarchs 	Creating animations in programs Building sequences in programs
Year 3 & 4	Invasion 	Computer networks The Internet Stop Frame animation Audio production	Misty Mountain, Winding River 	Programme sequence using sound Repetition in programmes Organising data using databases Data logging	Ancient Civilisations 	Desktop publishing Photo editing Events and actions in programs Using repetition in programming to create a game
Year 5/6/7	Maafa 	Introduction to computer systems Communication and the internet Clear Messaging in Digital Media Video production Web page creation Computer Networks and Data Transmission	Frozen Kingdom 	Exploring selection in physical computing Using variables in programming to create a game Using Media to gain support for a cause Flat-file databases Introduction to spreadsheets Using fundamental programming constructs in a block-based language	Britain at War 	Introduction to vector graphics 3D modelling Physical Computing using the micro: bit Using selection in programming to develop a quiz Sensing movement with physical Computing Data modelling

