

	<u>Computing systems and networks</u>		<u>Creating media</u>		<u>Programming A</u>		<u>Data and information</u>		<u>Creating media</u>		<u>Programming B</u>	
Y1	Technology around us		Digital painting		Moving a robot		Grouping data		Digital writing		Programming animations	
	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3
	Screen typing	Technology Computer mouse trackpad keyboard double-click	tool erase fill colour pictures painting computers	paint program paintbrush shape tools line tool fill tool undo undo tool brush style brush size	forwards backwards turn clear go commands instructions directions left right plan	Bee-Bot route algorithm program	more less most fewest least the same group search	object label image property colour size shape value data set	select compare typing writing type numbers	word processor keyboard keys letters space backspace text cursor capital letters toolbar bold italic underline mouse font undo redo format	compare start run join / joining change predict design value effect	ScratchJr command sprite programming area block program background delete reset algorithm instructions
Y2	Information technology around us		Digital photography		Robot algorithms		Pictograms		Digital music		Programming quizzes	
	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3
	computer	Information technology (IT) Barcode scanner scan	capture compose subject background format	device camera photograph image digital landscape portrait framing light sources flash focus editing filter lighting	clear unambiguous order prediction design route artwork	instruction sequence algorithm program debugging decomposition mat	more than less than most least common popular organise compare count explain group same different sharing total enter	data object tally chart votes pictogram attribute conclusion block diagram objects	quiet loud feelings emotions pattern create open edit	music rhythm pulse pitch tempo notes beat instrument emotion	predict outcome compare evaluate change match start run build	sequence command program blocks design actions sprite project modify algorithm debug features decomposition code

Y3	Connecting computers		Stop-frame animation		Sequencing sounds		Branching databases		Desktop publishing		Events and actions in programs	
	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3
	input process output connection	digital device program digital non-digital network switch server wireless access point cables sockets	sequence setting character events consistency evaluation delete media	animation flip book stop-frame frame image photograph onion skinning import transition	programming sequence event task design order note chord algorithm bug debug	Scratch blocks commands code sprite costume stage backdrop motion turn point in direction go to glide run the code	attribute value questions table equal even separate structure compare order organise selecting information	objects branching database decision tree	advantages disadvantages communicate purpose benefits	text images font style landscape portrait orientation placeholder template layout content desktop publishing copy paste	logic move set up / setup design action / actions test errors	motion event sprite algorithm resize extension block pen / pen up debugging code debug
Y4	The internet		Audio production		Repetition in shapes		Data logging		Photo editing		Repetition in games	
	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3
	security use download sharing ownership permission information accurate honest content links files adverts	internet network router switch server wireless access point (WAP) website web page web address routing web browser World Wide Web	evaluate feedback edit align layer selection	audio microphone speaker headphones input device output device sound podcast trim import record playback load save export MP3	design pattern repeat repetition value trace decompose	Logo (programming environment) program turtle commands code snippet algorithm debug count- controlled loop procedure	analyse review conclusion collection interval	data table layout input device sensor logger logging data point dataset import export logged	edit save adjust select combine made up real alter background foreground zoom	image digital crop rotate undo adjustments effects colours hue saturation sepia vignette retouch clone composite cut copy paste font	repeat modify design refine evaluate	Scratch programming sprite blocks code loop value infinite loop count- controlled loop costume forever animate event block duplicate algorithm debug

Y5	Systems and searching		Video production		Selection in physical computing		Flat-file databases		Introduction to vector graphics		Selection in quizzes	
	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3
	system connection process storage output search refine ordering selection ranking	digital input search engine index bot links algorithm search engine optimisation (SEO) web crawler content creator	review import split trim edit delete reorder export evaluate share	video audio camera talking head panning close up video camera microphone lens mid-range long shot moving subject side by side angle (high, low, normal) static zoom pan tilt storyboard filming clip reshoot	components connection repetition connect program condition input output selection action debug power cell	microcontroller USB infinite loop count- controlled loop Crumble controller switch LED Sparkle crocodile clips battery box circuit motor buzzer component output	information record sort order group search value compare filter presentation	database data field criteria graph chart axis	move resize colour rotate select align copy paste group order	vector drawing tools toolbar vector drawing object duplicate/ copy modify layers ungroup reuse reflection zoom	question answer task design input test run setup outcomes	selection condition true false count- controlled loop conditional statement algorithm program debug implement operator
Y6	Communication and collaboration		Webpage creation		Variables in games		Introduction to spreadsheets		3D modelling		Sensing movement	
	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3	Tier 2	Tier 3
	communication data address explore collaboration public private one-way two-way one-to-one one-to-many	protocol Internet Protocol (IP) Domain Name Server (DNS) packet header data payload chat (in this context) slide deck reuse (in this context) remix (in this context) internet	media logo layout purpose copyright fair use preview evaluate device implication	website web page browser Hypertext Markup Language (HTML) header home page Google Sites breadcrumb trail navigation hyperlink subpage external link embed	change set design event task test improve evaluate share	variable name (as in variable name) value algorithm code program project (in computing context) debug assign declare	collecting structure format calculation input output operation duplicate propose question organised evaluate results sum comparison tools	data table spreadsheet cell cell reference data item formula range sigma data set chart software	select move perspective view resize choose combine construct evaluate modify duplicate group	TinkerCAD 2D / 3D shapes handles lift lower recolour rotate cylinder cube cuboid sphere cone prism pyramid placeholder hollow	process output trace selection condition value direction navigation design task algorithm plan create test debug	Micro:bit MakeCode input flashing USB if then else variable random sensing accelerometer compass step counter code

