



**ST MARK'S**  
CHURCH OF ENGLAND ACADEMY

# Computing

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1	Year A	Creating media – Digital painting	Creating media – Digital writing	Creating media - Digital music	Programming A – Robot algorithms	Creating media – Digital photography	Programming B - Programming quizzes
	Year B	Computing systems and networks – Technology around us	Computing systems and networks – IT around us	Programming A – Moving a robot	Data and information – Grouping data	Programming B - Programming animations	Data and information – Pictograms
Lower KS2	Year A	Computing systems and networks – The Internet	Creating media - Audio production	Data and information – Branching databases	Creating media – Desktop publishing	Creating media – Photo editing	Data and information – Data logging
	Year B	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Programming B - Events and actions in programs	Programming A – Repetition in shapes	Programming B – Repetition in games
Upper KS2	Year A	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement
	Year B	Computing systems and networks - Systems and searching	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes	Creating media - Video production