



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

# Computing

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1	Year A	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
	Year B	Computing Systems and Network - IT around us	Creating Media - Digital Photography	Programming A - Robot Algorithms	Data and Information - Pictograms	Creating Media - Digital Music	Programming B - Quizzes
Lower KS2	Year A	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
	Year B	Computing Systems and Network - The Internet	Creating Media - Audio Production	Programming A - Repetition in Shapes	Data and information - Data Logging	Creating Media - Photo Editing	Programming B - Repetition in games
Upper KS2	Year A	Computing systems and networks - Systems and searching	Data and information – Flat-file databases	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets
	Year B	Computing systems and networks - Systems and searching	Programming A - Selection in physical computing	Creating media - Video production	Creating media - Video production	Creating media - Introduction to vector graphics	Programming B - Selection in quizzes