

KEY:
 TOPIC TITLE – UNDERLINED
 CONTEXT – BOLD SOFTWARE/HARDWARE
 SUBJECT CONCEPTS – *italics*

SUM	Programming B – Sensing Movement <u>Sensing micro:bit and Microsoft MakeCode</u>	Programming B – Repetition in games https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games Scratch	Programming B – Programming Quizzes <u>Intro to quizzes</u> ScratchJr
	Programming B – Selection in quizzes <u>Selection in Quizzes (Y5)</u> Scratch	Programming B – Events and Actions in programs https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions Scratch	Programming B – Programming Animations <u>Animation (Y1)</u> ScratchJr
SPR	Creating Media 3D Modelling <u>3 D modelling</u> Tinkercad	Creating Media Photo editing <u>Photoediting Creating media (Y4)</u> Paint.NET (for Microsoft Windows)	Creating Media Digital Music https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music https://musiclab.chromeexperiments.com/
	Creating Media Introduction to vector graphics <u>Vector drawings (Y5)</u> Google Drawings	Creating Media Desktop Publishing https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing Canva.com	Creating Media Digital Writing <u>Digital Writing</u> Microsoft Word
AUT	Data & Information – Spreadsheets <u>Data & Information Spreadsheets</u> Google Sheets or Microsoft Excel	Data & Information – Data & Information logging https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging Data logger and associated software	Data & Information – Pictograms <u>Information & data (Y2)</u> Pictograms https://www.j2e.com/jit5#pictogram
	Data & Information – Flat-file Database <u>Flat-file databases (Y5)</u> j2data Database	Data & Information Databases -data & Information branching j2data Branch and Pictogram	Data & Information - Grouping Data <u>Grouping Data</u> Microsoft PowerPoint
SUM	Programming A – Variables in Games <u>Variables in games</u> Scratch	Programming A – Repetition in Shape https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes FMSLogo	Programming A – Robot Algorithms <u>Robot algorithms (Y2)</u> Bee-Bot
	Programming A – Selection in Physical Computing <u>Physical systems (Y5)</u> Crumble controller + starter kit + motor	Programming A - Sequencing Sounds <u>Programming A Sequences in music (Y3)</u> Scratch	Programming A – Moving A Robot <u>Moving a robot</u> Bee-Bot
SPR	Creating Media – Web-page Creation <u>Creating media Webpage creation</u> Google Sites	Creating Media – Audio Production <u>Audio editing (Y4)</u> Audacity	Creating Media – Digital Photography Digital camera https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography
	Creating Media – Video Production https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing Microsoft Photos (for Microsoft Windows 10)	Creating Media – Stop-frame Animation https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation iMotion (app for iOS)	Creating Media – Digital Painting <u>Digital Painting</u> Microsoft Paint or similar
AUT	Computer Systems & Networks <u>Communication and Collaboration</u> Google Slides	Computer Systems & Network - The Internet <u>The Internet (Y4)</u>	Computer Systems & Networks - Information Technology <u>Around Us</u> Information technology around us
	Computer Systems & Networks - Systems and Searching Google Slides https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information	Computer Systems & Networks <u>Connecting computers</u> Painting program (any)	Computer Systems & Networks - Technology Around Us <u>Technology around us</u> https://paintz.app/

CYCLE B

CYCLE A

Milestone 3

Milestone 2

Milestone 1