

Computing 2014 - 2015	Autumn Term	Spring Term	Summer Term
Year 1	How computers work Digital Art and Music	Creating texts for publishing Introduction to Computer Game making	Creating an E-Book Beebot Safari
Year 2	Computers & Technology in the World of Work Creating an Extended Computer Game for an Audience (2DIY)	Programming & Controlling On-Screen Turtles (2Go & 2NXT) Creating an Animation (2Animate)	Contributing to a Class Blog (Kidblog or Primary Blogger) Creating & Presenting Data: Graphs (2Count / 2Graph)
Year 3	Introducing programming Independent blogging	Programming and controlling models Making Music	Branching databases and scientific keys Digital photography and photo editing
Year 4	Create and share a simple App Logo graphics	Creating a 3D video game Presenting information to an audience	Interrogating and analysing databases Chroma key filing
Year 5	How the Internet works and safe searching Computer Aided Design	Controlling Virtual Simulations Movie Making and Chroma Key	Computer Game making with Scratch Web Design
Year 6	Programming onscreen Robots Podcasting	Web mash up & Web Hacks Flowol – Controlling and Programming simulations	Budgeting with Spread sheets and formulae Class Yearbooks - Publishing