

Computing Teach Computing Scheme

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 1: Reception	All About Us		Handa's Surprise		Growing	
Class 2 A	Programming A - Moving a robot	Creating media - Digital painting	Computing systems and networks - Technology around us	Data and information - Grouping Data	Creating Media - Digital writing	Programming B - Programming animations
B	Programming A - Robot algorithms	Creating media - Digital photography	Computing systems and networks - IT around us	Data and information - Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Class 3 A	Programming A - Sequencing sounds	Creating media - Stop frame animation	Computing systems and networks - Connecting computers	Data and information - Branching databases	Creating media - Desktop publishing	Programming B - Events and actions in programs
B	Programming A - Repetition in shapes	Creating media - Audio production	Computing systems and networks - The internet	Data and information - Data logging	Creating media - Photo editing	Programming B - Repetition in games
Class 4 A	Programming A - Computing systems and networks - Systems and searching	Creating media - Video production	Selection in physical computing	Data and information - Flat file databases	Creating media - introduction to vector graphics	Programming B - Selection in quizzes
B	Programming A - Variables in games	Creating media - Web page creation	Computing systems and networks - Communication and collaboration	Data information - Spreadsheets	Creating media - 3D Modelling	Programming B - Sensing movement

Key: IT= Information Technology. CS= Computer Science. DL= Digital Literacy. CS= Computer Science.

Class 1: Reception= ELIM Wessex Scheme

Class2, 3, 4= Teach Computing.