Le Cateau computing journey

	Autumn 1 Computing systems and networks	Autumn 2 Creating media PART A	Spring 1 Programming PART A	Spring 2 Data	Summer 1 Creating media PART B	Summer 2 Programming PART B
	E-safety & Digital literacy throughout the year					
Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetitions in games
Year 5	Systems and searching	Video production	Selection in physical computing	Flat file databases	Vector graphics	Selections in quizzes
Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	CRUMBL/ Micro-bit