

IT Planning– Key Stage 2 – Two Year Rolling Programme

	A Computing systems and networks	B Creating Media	C Programming A	D Data and information	E Creating Media	F Programming B
Year 3	Connecting Computers (3.1)	Stop-frame animation (3.2)	Sequencing sounds (3.3)	Branching Databases (3.4)	Desktop Publishing (3.5)	Events and actions in programs (3.6)
Year 4	The Internet (4.1)	Audio Production (4.2)	Repetition in shapes (4.3)	Data Logging (4.4)	Photo editing (4.5)	Repetition in games (4.6)
Year 5	Systems and searching (5.1)	Video Production (5.2)	Selection in physical computing (5.3)	Flat-file databases (5.4)	Introduction to vector graphics (5.5)	Selection in quizzes (5.6)
Year 6	Communication and collaboration (6.1)	Webpage creation (6.2)	Variables in games (6.3)	Introduction to spreadsheets (6.4)	3D Modelling (6.5)	Sensing Movement (6.6)

TERM	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year A	3E 4E	3A 4A	3D 5D	3B 4B	3C 4C	3F 4F
Year B	5E 6E	5A 6A	4D 6D	5B 6B	5F 6C	5C 6F