

Autumn 1 and 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Data and information – Branching databases	Programming A - Sequencing sounds	Programming B - Events and actions in programs
- Baseline - File Management Connecting computers How does a digital device work What parts make up a digital device How do digital devices help us How am I connected How are computers connected School network	- Can a picture move? - Frame by frame - What's the story? - Picture perfect - Evaluate and make it great! - Lights, camera, action!	- Yes or no questions - Making groups - Creating a branching database - Structuring a branching database - Using a branching database - Two ways of presenting information	- Introduction to Scratch - Programming sprites - Sequences - Ordering commands - Looking good - Making an instrument	- Moving a sprite - Maze movement - Drawing lines - Adding features - Debugging movement - Making a project
Assessment				
Baseline upon entry Self assessments Summative	Self assessments Rubric	Self assessments Summative	Self assessments Rubric	Self assessments Summative Project
Verbal Assessment through stepped questioning				
Cultural Capital				
How to stay safe using technology / digital devices	Looking at different kinds of Animation Films	What jobs would collect data in the wider world	Understanding how technology can help us design	Looking at careers that use programming