Year	Term 1	Term 2	Christmas	Term 3	Term 4	Easter	Term 5	Term 6
Y 1	Technology around us	Digital painting		Moving a robot	Grouping data		Digital writing	Programming animations
Y 2	Information technology around us	Digital photography		Robot algorithms	Pictograms		Making music	Programming quizzes
Y 3	Connecting computers	Stop-frame animation		Sequencing Sound	Branching databases		Desktop publishing	Events and actions in programs
Y 4	The internet	Audio editing		Repetition in shapes	Data logging		Photo editing	Repetition in games
Y 5	Sharing information	Video editing		Selection in physical computing	Flat-file databases		Vector drawing	Selection in quizzes
Y 6	Internet communication	Webpage creation		Variables in games	Introduction to spreadsheets		3D modelling	Sensing