Alternating year groups.

| **2021/22** | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| --- | --- | --- | --- | --- | --- | --- |
| Austen | Y2: Information Technology around us | Y2: Digital photography | Y2: Robot Algorithms | Y2: Pictograms | Y2: Making Music | Y2: An introduction to quizzes |
| Sassoon | Y4: The Internet | Y4: Audio Editing | Y4: Repetition in shapes | Y4: Data logging | Y4: Photo editing | Y4: Repetition in games |
| Dickens | Y5: Sharing information | Y5: Video editing | Y5: Selection in physical computing | Y5: Flat-File Databases | Y5: Vector Drawing | Y5: Selection in quizzes |
| Rowling | Y6: Communication | Y6: Web page creation | Y6: Variables in games | Y6: Introduction to spreadsheets | Y6: 3D modelling | Y6: Sensing |

| **2022/23** | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| --- | --- | --- | --- | --- | --- | --- |
| Austen | Y1: Technology around us | Y1: Digital Painting | Y1: Moving a robot | Y1: Grouping data | Y1: Digital writing | Y1: Programming Animations |
| Sassoon | Y3: Connecting Computers | Y3: Stop-frame animation | Y3: Sequence in music | Y3: Branching databases | Y3: Develop Publishing | Y3: Events and actions |
| Dickens | Y5: Sharing information | Y5: Video editing | Y5: Selection in physical computing | Y5: Flat-File Databases | Y5: Vector Drawing | Y5: Selection in quizzes |
| Rowling | Y6: Communication | Y6: Web page creation | Y6: Variables in games | Y6: Introduction to spreadsheets | Y6: 3D modelling | Y6: Sensing |

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| Rowling | Y6: Communication | Y6: Web page creation | Y6: Variables in games | Y6: Introduction to spreadsheets | Y6: 3D modelling | Y6: Sensing |