	Autumn		Spring		Summer	
Year 3	**Events and actions in programs** *Writing algorithms and programs that use a range of events to trigger sequences and actions.* Scratch NCCE planning	**Stop-frame animation** *Capturing and editing digital still images to produce a stop-frame animation that tells a story* NCCE planning	**Branching Databases** *Building and using branching databases to group objects using yes/no questions.* J2E website NCCE planning	**Desktop publishing** *Creating documents by modifying text, images and page layouts for a specified purpose.* Microsoft Word NCCE planning	**Sequencing sounds** Scratch *Creating sequences in a block-based programming language to make music.* NCCE planning	**Connecting computers** *Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks.* NCCE planning
Year 4	**The internet** *Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.* NCCE planning	**Audio editing** Capturing and editing audio to produce a podcast, ensuring that copyright is considered. NCCE planning	**Photo editing** *Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.* NCCE planning	**Data logging** *Recognising how and why data is collected over time before using data loggers to carry out an investigation.* NCCE planning	**Repetition in shapes** *Using a text-based programming language to explore count-controlled loops when drawing shapes.* NCCE planning	**Repetition in games** *Using block-based programming language to explore count-controlled and infinite loops when creating a game.* NCCE planning
Year 5	**Flat-file databases** *Using a database to order data and create charts to answer questions.* J2E website NCCE planning	**Vector drawing** *Creating images in a drawing program by using layers and groups of data* NCCE planning	**Video editing** *Planning, capturing and editing video to produce a short film.* NCCE planning	**Sharing information** *Identifying and exploring how information is shared between digital systems.* NCCE planning	**Selection in quizzes** *Exploring selection in programming to design and code an interactive quiz.* NCCE Planning	**Selection in physical computing** *Exploring conditions and selection using a programmable microcontroller.* NCCE Planning
Year 6	**Kodu programming** BJS planning	**Introduction to spreadsheets** *Answering questions by using spreadsheets to organise and calculate data.* BJS planning	**3D Modelling** *Planning, developing and evaluating 3D computer models of physical objects.* Sketch Up / TinkerCad NCCE planning	**Sensing** *Designing and coding a project that captures inputs from a physical device.* Spike Lego programming NCCE / BJS planning	**Webpage creation** *Designing and creating webpages, giving consideration to copyright aesthetics and navigation* NCCE planning	**Variables in a game** Scratch *Exploring variables when designing and coding a game.* Original / NCCE planning