

Two-year Rolling Programme
Computing

	Autumn	Spring	Summer
Skylark Year A	Technology around us Digital painting	Moving a robot Grouping data	Digital writing Programming animations
Skylark Year B	It around us Digital photography	Robot algorithms Pictograms	Digital music Programming quizzes
Goldfinch Year A	Connecting computers Stop-frame animations	Sequencing sounds Branching databases	Desktop publishing Events and actions in programmes
Goldfinch Year B	The internet Audio production	Programming – repetition in shapes Data logging	Photo editing Programming – repetition in games
Swift Year A	Systems and searching Video production	Selection in physical computing Flat-file databases	Introduction to vector graphics Selection in quizzes
Swift Year B	Communication and collaboration Web page creation	Variables in games Spreadsheets	3D modelling Programming – sensing movements