

Geography	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks – Sharing information	Creating Media - Animation	Programming A: Sequence in Music	Data and information: Branching databases	Creating Media – Desktop Publishing	Programming B – Events and Actions
Year 3	How do computer systems link/work?	Creating physical animations using flipbooks/sticky note pads.	Using scratch to produce and sequence music and sounds	Creating databases with Yes/No answers to questions	Use adobe spark or Microsoft Publisher to publish a piece of work	Using scratch to make sprites move
	Searching the internet and how results are ranked.	Use storyboarding to help create animations			Learning how to type/edit text	Create a basic maze game
	Concepts: - Computer systems - Impact of technology - Networks	Concepts: - Effective use of tools/software - Design & Development - Creating media	Concepts: - Algorithms - Programming - Design & Development	Concepts: - Data and information - Effective use of tools/software - Design & Development	Concepts: - Effective use of tools/software - Design & Development - Creating media - Impact of technology	Concepts: - Effective use of tools/software - Programming - Design & Development
National Curriculum Coverage	- use sequence, selection, and repetition in programs; work with variables and various forms of input and output - understand computer networks including the internet; how they can provide multiple	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing,	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing,	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by

	services, such as the world wide web; and the opportunities they offer for communication and collaboration select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	evaluating and presenting data and information use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	decomposing them into smaller parts - use sequence, selection, and repetition in programs; work with variables and various forms of input and output - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs - select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	evaluating and presenting data and information	content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	decomposing them into smaller parts - use sequence, selection, and repetition in programs; work with variables and various forms of input and output - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs - select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
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Sticky Knowledge	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
SK1	- I know how to explain that digital devices accept inputs - I know how to	- I know how to create an effective flip book— style animation - I know how to draw a sequence of pictures	- I know how to explain that objects in Scratch have attributes (linked to) - I know how to identify	- I know how to create two groups of objects separated by one attribute - I know how to	- I know how to explain the difference between text and images - I know how to	- I know how to choose which keys to use for actions and explain my choices

	explain that digital devices produce outputs - I know how to follow a process 	- I know how to explain how an animation/flip book works	the objects in a Scratch project (sprites, backdrops) - I know how to recognise that commands in Scratch are represented as blocks	investigate questions with yes/no answers - I know how to make up a yes/no question about a collection of objects	identify the advantages and disadvantages of using text and images - I know how to recognise that text and images can communicate messages clearly	- I know how to explain the relationship between an event and an action - I know how to identify a way to improve a program
SK2	- I know how to classify input and output devices - I know how to describe a simple process - I know how to design a digital device	- I know how to create an effective stop-frame animation - I know how to explain why little changes are needed for each frame - I know how to predict what an animation will look like	- I know how to choose a word which describes an on-screen action for my plan - I know how to create a program following a design - I know how to identify that each sprite is controlled by the commands I choose	- I know how to arrange objects into a tree structure - I know how to create a group of objects within an existing group - I know how to select an attribute to separate objects into groups	- I know how to change font style, size, and colours for a given purpose - I know how to edit text - I know how to explain that text can be changed to communicate more clearly	- I know how to choose a character for my project - I know how to choose a suitable size for a character in a maze - I know how to program movement
SK3	- I know how to explain how I use digital devices for different activities - I know how to recognise similarities between using digital devices and non-digital tools - I know how to suggest differences between using digital devices and non-digital tools	- I know how to break down a story into settings, characters and events - I know how to create a storyboard - I know how to describe an animation that is achievable on screen	- I know how to create a sequence of connected commands - I know how to explain that the objects in my project will respond exactly to the code - I know how to start a program in different ways	- I know how to group objects using my own yes/no questions - I know how to prove my branching database works - I know how to select objects to arrange in a branching database	- I know how to create a template for a particular purpose - I know how to define the term 'page orientation' - I know how to recognise placeholders and say why they are important	- I know how to choose blocks to set up my program - I know how to consider the real world when making design choices - I know how to use a programming extension
SK4	- I know how to discuss why we need a network switch - I know how to explain how messages are	- I know how to evaluate the quality of my animation - I know how to review a sequence of frames to check my work	- I know how to combine sound commands - I know how to explain what a sequence is - I know how to order notes into a sequence	- I know how to compare two branching database structures - I know how to create yes/no questions using given attributes	- I know how to choose the best locations for my content - I know how to make changes to	- I know how to build more sequences of commands to make my design work - I know how to choose suitable keys

	passed through multiple connections - I know how to recognise different connections	- I know how to use onion skinning to help me make small changes between frames		- I know how to explain that questions need to be ordered carefully to split objects into similarly sized groups	content after I've added it - I know how to paste text and images to create a magazine cover	to turn on additional features - I know how to identify additional features (from a given set of blocks)
SK5	- I know how to demonstrate how information can be passed between devices - I know how to explain the role of a switch, server, and wireless access point in a network - I know how to recognise that a computer network is made up of a number of devices	- I know how to evaluate another learner's animation - I know how to explain ways to make my animation better - I know how to improve my animation based on feedback	- I know how to build a sequence of commands - I know how to decide the actions for each sprite in a program - I know how to make design choices for my artwork	- I know how to create questions and apply them to a tree structure - I know how to select a theme and choose a variety of objects - I know how to use my branching database to answer questions	- I know how to choose a suitable layout for a given purpose - I know how to identify different layouts - I know how to match a layout to a purpose	- I know how to match a piece of code to an outcome - I know how to modify a program using a design - I know how to test a program against a given design
SK6	- I know how to identify how devices in a network are connected together - I know how to identify networked devices around me - I know how to identify the benefits of computer networks	- I know how to add other media to my animation - I know how to evaluate my final film - I know how to explain why I added other media to my animation	- I know how to identify and name the objects I will need for a project - I know how to implement my algorithm as code - I know how to relate a task description to a design	- I know how to compare two ways of presenting information - I know how to explain what a branching database tells me - I know how to explain what a pictogram tells me	- I know how to compare work made on desktop publishing to work created by hand - I know how to identify the uses of desktop publishing in the real world - I know how to say why desktop publishing might be helpful	- I know how to evaluate my project - I know how to implement my design - I know how to make design choices and justify them