Computing Year 3 Overview for the year

Year 3	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	**Computing systems and networks – Connecting Computers** **Lesson 1:** **LO:** To explain how digital devices function **KS2: CO 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Connecting Computers** **Lesson 2:** **LO:** To identify input and output devices **KS2: CO 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Connecting Computers** **Lesson 3:** **LO:** To recognise how digital devices can change the way we work **KS2: CO 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Connecting Computers** **Lesson 4:** **LO:** To explain how a computer network can be used to share information **KS2: CO 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware) **Investigation** (Networks)	**Computing systems and networks – Connecting Computers** **Lesson 5:** **LO:** To explore how digital devices can be connected **KS2: CO 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware) **Investigation** (Networks)	**Computing systems and networks – Connecting Computers** **Lesson 6:** **LO:** To recognise the physical components of a network **KS2: CO 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware) **Investigation** (Networks)
Term 2	**Creating media – Stop-frame animation** **Lesson 1:** **LO:** To explain that animation is a sequence of drawings or photographs **KS2: CO 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software) **Creativity** (Creation)	**Creating media – Stop-frame animation** **Lesson 2:** **LO:** To relate animated movement with a sequence of images **KS2: CO 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software) **Creativity** (Creation)	**Creating media – Stop-frame animation** **Lesson 3:** **LO:** To plan an animation **KS2: CO 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software) **Creativity** (Creation)	**Creating media – Stop-frame animation** **Lesson 4:** **LO:** To identify the need to work consistently and carefully **KS2: CO 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software) **Creativity** (Creation)	**Creating media – Stop-frame animation** **Lesson 5:** **LO:** To review and improve an animation **KS2: CO 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software) **Creativity** (Creation)	**Creating media – Stop-frame animation** **Lesson 6:** **LO:** To evaluate the impact of adding other media to an animation **KS2: CO 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software) **Creativity** (Creation)

Term 3	**Programming A – Sequencing Sounds** **Lesson 1:** **LO:** To explore a new programming environment **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Humankind** (Digital citizenship) **Place** (Digital world) **Materials** (Software) **Processes** (Physical interactions)	**Programming A – Sequencing Sounds** **Lesson 2:** **LO:** To identify that commands have an outcome **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Humankind** (Digital citizenship) **Place** (Digital world) **Materials** (Software) **Processes** (Physical interactions)	**Programming A – Sequencing Sounds** **Lesson 3:** **LO:** To explain that a program has a start **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Humankind** (Digital citizenship) **Place** (Digital world) **Materials** (Software) **Processes** (Physical interactions)	**Programming A – Sequencing Sounds** **Lesson 4:** **LO:** To recognise that a sequence of commands can have an order **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Humankind** (Digital citizenship) **Place** (Digital world) **Materials** (Software) **Processes** (Physical interactions)	**Programming A – Sequencing Sounds** **Lesson 5:** **LO:** To change the appearance of my project **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Humankind** (Digital citizenship) **Place** (Digital world) **Materials** (Software) **Processes** (Physical interactions)	**Programming A – Sequencing Sounds** **Lesson 6:** **LO:** To create a project from a task description **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Humankind** (Digital citizenship) **Place** (Digital world) **Materials** (Software) **Processes** (Physical interactions)
Term 4	Data and information – Branching databases **Lesson 1:** **LO:** To create questions with yes/no answers **KS2: CO 6** **Big Idea (Aspect):** **Place** (Real world) **Creativity** (Creation)	Data and information – Branching databases **Lesson 2:** **LO:** To identify the attributes needed to collect data about an object **KS2: CO 6** **Big Idea (Aspect):** **Place** (Real world) **Creativity** (Creation)	Data and information – Branching databases **Lesson 3:** **LO:** To create a branching database **KS2: CO 6** **Big Idea (Aspect):** **Place** (Real world) **Creativity** (Creation)	Data and information – Branching databases **Lesson 4:** **LO:** To explain why it is helpful for a database to be well structured **KS2: CO 6** **Big Idea (Aspect):** **Place** (Real world) **Creativity** (Creation)	Data and information – Branching databases **Lesson 5:** **LO:** To plan the structure of a branching database **KS2: CO 6** **Big Idea (Aspect):** **Place** (Real world) **Creativity** (Creation)	Data and information – Branching databases **Lesson 6:** **LO:** To independently create an identification tool **KS2: CO 6** **Big Idea (Aspect):** **Place** (Real world) **Creativity** (Creation)

Term 5	**Creating media – Desktop Publishing** **Lesson 1:** **LO:** To recognise how text and images convey information **KS2: CO 5, 6**	**Creating media – Desktop Publishing** **Lesson 2:** **LO:** To recognise that text and layout can be edited **KS2: CO 5, 6**	**Creating media – Desktop Publishing** **Lesson 3:** **LO:** To choose appropriate page settings **KS2: CO 5, 6**	**Creating media – Desktop Publishing** **Lesson 4:** **LO:** To add content to a desktop publishing publication **KS2: CO 5, 6**	**Creating media – Desktop Publishing** **Lesson 5:** **LO:** To consider how different layouts can suit different purposes **KS2: CO 5, 6**	**Creating media – Desktop Publishing** **Lesson 6:** **LO:** To consider the benefits of desktop publishing **KS2: CO 5, 6**
	Big Idea (Aspect): **Place** (Digital world) **Materials** (Software) **Comparison** (Digital searching) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Comparison** (Digital searching) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Comparison** (Digital searching) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Comparison** (Digital searching) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Comparison** (Digital searching) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Comparison** (Digital searching) **Creativity** (Creation)
Term 6	**Programming B – Events and actions in programmes** **Lesson 1:** **LO:** To explain how a sprite moves in an existing project **KS2: CO 1, 2, 3, 6**	**Programming B – Events and actions in programmes** **Lesson 2:** **LO:** To create a program to move a sprite in four directions **KS2: CO 1, 2, 3, 6**	**Programming B – Events and actions in programmes** **Lesson 3:** **LO:** To adapt a program to a new context **KS2: CO 1, 2, 3, 6**	**Programming B – Events and actions in programmes** **Lesson 4:** **LO:** To develop my program by adding features **KS2: CO 1, 2, 3, 6**	**Programming B – Events and actions in programmes** **Lesson 5:** **LO:** To identify and fix bugs in a program **KS2: CO 1, 2, 3, 6**	**Programming B – Events and actions in programmes** **Lesson 6:** **LO:** To design and create a maze-based challenge **KS2: CO 1, 2, 3, 6**
	Big Idea (Aspect): **Place** (Digital world) **Materials** (Software) **Processes (Physical interaction)**	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Processes (Physical interaction)**	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Processes (Physical interaction)**	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Processes (Physical interaction)**	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Processes (Physical interaction)**	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Processes (Physical interaction)**

Year 4 Computing Overview for the year

Year 4	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	Computing systems and networks – The Internet **Lesson 1:** **LO:** To describe how networks physically connect to other networks. **KS2: CO 4, 5, 6, 7** **Big Idea (Aspect):** **Humankind** (Communication and Staying safe) **Investigation** (Networks) **Comparison** (Digital searching)	Computing systems and networks – The Internet **Lesson 2:** **LO:** To recognise how networked devices make up the internet **KS2: CO 4, 5, 6, 7** **Big Idea (Aspect):** **Humankind** (Communication and Staying safe) **Investigation** (Networks) **Comparison** (Digital searching)	Computing systems and networks – The Internet **Lesson 3:** **LO:** To outline how websites can be shared via the World Wide Web (www.) **KS2: CO 4, 5, 6, 7** **Big Idea (Aspect):** **Humankind** (Communication and Staying safe) **Investigation** (Networks) **Comparison** (Digital searching)	Computing systems and networks – The Internet **Lesson 4:** **LO:** To describe how content can be added and accessed on the World Wide Web. **KS2: CO 4, 5, 6, 7** **Big Idea (Aspect):** **Humankind** (Communication and Staying safe) **Investigation** (Networks) **Comparison** (Digital searching)	Computing systems and networks – The Internet **Lesson 5:** **LO:** Recognise how the content of the WWW is created by people. **KS2: CO 4, 5, 6, 7** **Big Idea (Aspect):** **Humankind** (Communication and Staying safe) **Investigation** (Networks) **Comparison** (Digital searching)	Computing systems and networks – The Internet **Lesson 6:** **LO:** To evaluate the consequences of unreliable content **KS2: CO 4, 5, 6, 7** **Big Idea (Aspect):** **Humankind** (Communication and Staying safe) **Investigation** (Networks) **Comparison** (Digital searching)
Term 2	Creating media - Audio production **Lesson 1:** **LO:** To identify that sound can be recorded **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software and Hardware) **Creativity** (Creation)	Creating media - Audio production **Lesson 2:** **LO:** To explain that audio recordings can be edited **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software and Hardware) **Creativity** (Creation)	Creating media - Audio production **Lesson 3:** **LO:** To recognise the different parts of creating a podcast project **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software and Hardware) **Creativity** (Creation)	Creating media - Audio production **Lesson 4:** **LO:** To apply audio editing skills independently **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software and Hardware) **Creativity** (Creation)	Creating media - Audio production **Lesson 5:** **LO:** To combine audio to enhance my podcast project **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software and Hardware) **Creativity** (Creation)	Creating media - Audio production **Lesson 6:** **LO:** To evaluate the effective use of audio **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Software and Hardware) **Creativity** (Creation)

Term 3	Programming A – Repetition in Shapes **Lesson 1:** **LO:** To identify that accuracy in programming is important. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software) **Processes** (Physical Interaction)	Programming A – Repetition in Shapes **Lesson 2:** **LO:** To create a program in a text-based language. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software) **Processes** (Physical Interaction)	Programming A – Repetition in Shapes **Lesson 3:** **LO:** To explain what 'repeat' means. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software) **Processes** (Physical Interaction)	Programming A – Repetition in Shapes **Lesson 4:** **LO:** To modify a count-controlled loop to produce a given outcome. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software) **Processes** (Physical Interaction)	Programming A – Repetition in Shapes **Lesson 5:** **LO:** To decompose a task into small steps. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software) **Processes** (Physical Interaction)	Programming A – Repetition in Shapes **Lesson 6:** **LO:** To create a program that uses count-controlled loops to produce a given outcome. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software) **Processes** (Physical Interaction)
Term 4	Data and information – Data logging **Lesson 1:** **LO:** To explain that data gathered over time can be used to answer questions **KS2: CO 2, 6** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Hardware) **Nature** (Real world)	Data and information – Data logging **Lesson 2:** **LO:** To use a digital device to collect data automatically **KS2: CO 2, 6** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Hardware) **Nature** (Real world)	Data and information – Data logging **Lesson 3:** **LO:** To explain that a data logger collects 'data points' from sensors over time **KS2: CO 2, 6** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Hardware) **Nature** (Real world)	Data and information – Data logging **Lesson 4:** **LO:** To recognise how a computer can help us analyse data **KS2: CO 2, 6** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Hardware) **Nature** (Real world)	Data and information – Data logging **Lesson 5:** **LO:** To identify the data needed to answer questions **KS2: CO 2, 6** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Hardware) **Nature** (Real world)	Data and information – Data logging **Lesson 6:** **LO:** To use data from sensors to answer questions **KS2: CO 2, 6** **Big Idea (Aspect):** **Place** (Real world) **Materials** (Hardware) **Nature** (Real world)

Term 5	Creating media – Photo Editing **Lesson 1:** **LO:** To explain that the composition of digital images can be changed. **KS2: CO 6, 7**	Creating media – Photo Editing **Lesson 2:** **LO:** To explain that colours can be changed in digital images. **KS2: CO 6, 7**	Creating media – Photo Editing **Lesson 3:** **LO:** To explain how cloning can be used in photo editing. **KS2: CO 6, 7**	Creating media – Photo Editing **Lesson 4:** **LO:** To explain that images can be combined. **KS2: CO 6, 7**	Creating media – Photo Editing **Lesson 5:** **LO:** To combine images for a purpose. **KS2: CO 6, 7**	Creating media – Photo Editing **Lesson 6:** **LO:** To evaluate how changes can improve an image. **KS2: CO 6, 7**
	Big Idea (Aspect): **Place** (Digital world) **Materials** (Software) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital world) **Materials** (Software) **Creativity** (Creation)
Term 6	**Programming B – Repetition in games** **Lesson 1:** **LO:** To develop the use of count-controlled loops in a different programming environment **KS2: CO 1, 2, 3**	**Programming B – Repetition in games** **Lesson 2:** **LO:** To explain that in programming there are infinite loops and count controlled loops **KS2: CO 1, 2, 3**	**Programming B – Repetition in games** **Lesson 3:** **LO:** To develop a design that includes two or more loops which run at the same time **KS2: CO 1, 2, 3**	**Programming B – Repetition in games** **Lesson 4:** **LO:** To modify an infinite loop in a given program **KS2: CO 1, 2, 3**	**Programming B – Repetition in games** **Lesson 5:** **LO:** To design a project that includes repetition **KS2: CO 1, 2, 3**	**Programming B – Repetition in games** **Lesson 6:** **LO:** To create a project that includes repetition **KS2: CO 1, 2, 3**
	Big Idea (Aspect): **Investigation** (Data and computational thinking) **Processes** (Physical Interaction)	**Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes** (Physical Interaction)	**Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes** (Physical Interaction)	**Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes** (Physical Interaction)	**Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes** (Physical Interaction)	**Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes** (Physical Interaction)

Year 5 Computing overview for the year

Year 5	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	Computing systems and networks – Systems & Searching **Lesson 1:** **LO:** To explain that computers can be connected together to form systems. **KS2: CO 1, 2, 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Materials** (Hardware)	Computing systems and networks – Systems & Searching **Lesson 2:** **LO:** To recognise the role of computer systems in our lives. **KS2: CO 1, 2, 4, 6** **Big Idea (Aspect):** **Materials** (Hardware)	Computing systems and networks – Systems & Searching **Lesson 3:** **LO:** To experiment with search engines. **KS2: CO 1, 2, 4, 6** **Big Idea (Aspect):** **Comparison** (Digital searching)	Computing systems and networks – Systems & Searching **Lesson 4:** **LO:** To describe how search engines select results. **KS2: CO 1, 2, 4, 6** **Big Idea (Aspect):** **Comparison** (Digital searching)	Computing systems and networks – Systems & Searching **Lesson 5:** **LO:** To explain how search results are ranked. **KS2: CO 1, 2, 4, 6** **Big Idea (Aspect):** **Comparison** (Digital searching)	Computing systems and networks – Systems & Searching **Lesson 6:** **LO:** To recognise why the order of results is important, and to whom. **KS2: CO 1, 2, 4, 6** **Big Idea (Aspect):** **Comparison** (Digital searching)
Term 2	Creating media – Video Production **Lesson 1:** **LO:** To explain what makes a video effective. **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) Materials (Software) **Creativity** (Creation)	Creating media – Video Production **Lesson 2:** **LO:** To identify digital devices that can record video. **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) Materials (Software) **Creativity** (Creation)	Creating media – Video Production **Lesson 3:** **LO:** To capture video using a range of techniques. **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) Materials (Software) **Creativity** (Creation)	Creating media – Video Production **Lesson 4:** **LO:** To create a storyboard. **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) Materials (Software) **Creativity** (Creation)	Creating media – Video Production **Lesson 5:** **LO:** To identify that video can be improved through reshooting and editing. **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) Materials (Software) **Creativity** (Creation)	Creating media – Video Production **Lesson 6:** **LO:** To consider the impact of the choices when making and sharing a video. **KS2: CO 5, 6, 7** **Big Idea (Aspect):** **Place** (Real world) Materials (Software) **Creativity** (Creation)

Term 3	Programming A – Selection in physical computing. **Lesson 1:** **LO:** To control a simple circuit connected to a computer. **KS2: CO 1, 2, 3, 6**	Programming A – Selection in physical computing. **Lesson 2:** **LO:** To write a program that includes count-controlled loops. **KS2: CO 1, 2, 3, 6**	Programming A – Selection in physical computing. **Lesson 3:** **LO:** To explain that a loop can stop when a condition is met. **KS2: CO 1, 2, 3, 6**	Programming A – Selection in physical computing. **Lesson 4:** **LO:** To explain that a loop can be used to repeatedly check whether a condition has been met. **KS2: CO 1, 2, 3, 6**	Programming A – Selection in physical computing. **Lesson 5:** **LO:** To design a physical project that includes selection. **KS2: CO 1, 2, 3, 6**	Programming A – Selection in physical computing. **Lesson 6:** **LO:** To create a program that controls a physical computing project. **KS2: CO 1, 2, 3, 6**
	Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Processes** (Physical Interaction) **Materials** (Hardware)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Processes** (Physical Interaction) **Materials** (Hardware)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Processes** (Physical Interaction) **Materials** (Hardware)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Processes** (Physical Interaction) **Materials** (Hardware)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Processes** (Physical Interaction) **Materials** (Hardware)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Processes** (Physical Interaction) **Materials** (Hardware)
Term 4	Data and information – Flat-file databases. **Lesson 1:** Creating a paper-based database **LO:** To choose a form to record information. **KS2: CO 5, 6**	Data and information – Flat-file databases. **Lesson 2:** Computer databases **LO:** To compare and computer-based databases **KS2: CO 5, 6**	Data and information – Flat-file databases. **Lesson 3:** Using a database **LO:** To outline how you can answer questions by grouping and then sorting data **KS2: CO 5, 6**	Data and information – Flat-file databases. **Lesson 4:** Using search tools **LO:** To explain that tools can be used to select specific data **KS2: CO 5, 6**	Data and information – Flat-file databases. **Lesson 5:** Comparing data visually **LO:** To explain that computer programs can be used to compare data visually **KS2: CO 5, 6**	Data and information – Flat-file databases. **Lesson 6:** Databases in real life **LO:** To use a real-world databases to answer questions. **KS2: CO 5, 6**
	Big Idea (Aspect): **Nature** (Real world)	**Big Idea (Aspect):** **Nature** (Real world)	**Big Idea (Aspect):** **Nature** (Real world)	**Big Idea (Aspect):** **Nature** (Real world)	**Big Idea (Aspect):** **Nature** (Real world)	**Big Idea (Aspect):** **Nature** (Real world) **Place** (Real world)

Term 5	**Creating media – Introduction to vector graphics.** **Lesson 1:** **LO:** To identify that drawing tools can be used to produce different outcomes **KS2: CO 6**	**Creating media – Introduction to vector graphics.** **Lesson 2:** **LO:** To create a vector drawing by combining shapes **KS2: CO 6**	**Creating media – Introduction to vector graphics.** **Lesson 3:** **LO:** To use tools to achieve a desired effect **KS2: CO 6**	**Creating media – Introduction to vector graphics.** **Lesson 4:** **LO:** To recognise that vector drawings consist of layers **KS2: CO 6**	**Creating media – Introduction to vector graphics.** **Lesson 5:** **LO:** To group objects to make them easier to work with **KS2: CO 6**	**Creating media – Introduction to vector graphics.** **Lesson 6:** **LO:** To apply what I have learned about vector drawings **KS2: CO 6**
	Big Idea (Aspect): **Place** (Digital World) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital World) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital World) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital World) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital World) **Creativity** (Creation)	**Big Idea (Aspect):** **Place** (Digital World) **Creativity** (Creation)
Term 6	**Programming B – Selection in quizzes.** **Lesson 1:** **LO:** To explain how selection is used in computer programs **KS2: CO 1, 2, 3, 6**	**Programming B – Selection in quizzes.** **Lesson 2:** **LO:** To relate that a conditional statement connects a condition to an outcome **KS2: CO 1, 2, 3, 6**	**Programming B – Selection in quizzes.** **Lesson 3:** **LO:** To explain how selection directs the flow of a program **KS2: CO 1, 2, 3, 6**	**Programming B – Selection in quizzes.** **Lesson 4:** **LO:** To design a program which uses selection **KS2: CO 1, 2, 3, 6**	**Programming B – Selection in quizzes.** **Lesson 5:** **LO:** To create a program which uses selection **KS2: CO 1, 2, 3, 6**	**Programming B – Selection in quizzes.** **Lesson 6:** **LO:** To evaluate my program **KS2: CO 1, 2, 3, 6**
	Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Software)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software)	**Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Software)

Year 6	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	Computing systems and networks – Communication and collaboration. Lesson 1: **LO:** To explain the importance of internet addresses. KS2: CO 4, 6, 7 **Big Idea (Aspect):** Investigation (Networks)	Computing systems and networks – Communication and collaboration. Lesson 2: **LO:** To recognise how data is transferred across the internet. KS2: CO 4, 6, 7 **Big Idea (Aspect):** Investigation (Networks)	Computing systems and networks – Communication and collaboration. Lesson 3: **LO:** To explain how sharing information online can help people to work together. KS2: CO 4, 6, 7 **Big Idea (Aspect):** Investigation (Networks) Place (Digital world)	Computing systems and networks – Communication and collaboration. Lesson 4: **LO:** To evaluate different ways of working together online. KS2: CO 4, 6, 7 **Big Idea (Aspect):** Humankind (Staying safe) Investigation (Networks) Place (Digital world)	Computing systems and networks – Communication and collaboration. Lesson 5: **LO:** To recognise how we communicate using technology. KS2: CO 4, 6, 7 **Big Idea (Aspect):** Humankind (Staying safe and Communication) Investigation (Networks) Place (Digital world)	Computing systems and networks – Communication and collaboration. Lesson 6: **LO:** To evaluate different methods of online communication. KS2: CO 4, 6, 7 **Big Idea (Aspect):** Investigation (Networks) Place (Digital world)
Term 2	Creating Media – Web page creation Lesson 1: **LO:** To review an existing website and consider its structure. KS2: CO 5, 6, 7 **Big Idea (Aspect):** Comparison (Digital searching)	Creating Media – Web page creation Lesson 2: **LO:** To plan the features of a web page. KS2: CO 5, 6, 7 **Big Idea (Aspect):** Place (Digital world) Creativity (Creation)	Creating Media – Web page creation Lesson 3: **LO:** To consider the ownership and use of images (copyright). KS2: CO 5, 6, 7 **Big Idea (Aspect):** Place (Digital world) Creativity (Creation) Humankind (Digital Citizenship)	Creating Media – Web page creation Lesson 4: **LO:** To recognise the need to preview pages. KS2: CO 5, 6, 7 **Big Idea (Aspect):** Place (Digital world) Creativity (Creation)	Creating Media – Web page creation Lesson 5: **LO:** To outline the need for a navigation path. KS2: CO 5, 6, 7 **Big Idea (Aspect):** Place (Digital world) Creativity (Creation)	Creating Media – Web page creation Lesson 6: **LO:** To recognise the implications of linking to content owned by other people. KS2: CO 5, 6, 7 **Big Idea (Aspect):** Place (Digital world) Creativity (Creation) Humankind (Digital Citizenship)

Term 3	**Programming A – Variables in games** **Lesson 1:** **LO:** To define a 'variable' as something that is changeable. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 2:** **LO:** To explain why a variable is used in a program. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 3:** **LO:** To choose how to improve a game by using variables. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 4:** **LO:** To design a project that builds on a given example. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 5:** **LO:** To use my design to create a project. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 6:** **LO:** To evaluate my project. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)
Term 4	**Data and information – Introduction to Spreadsheets** **Lesson 1:** **LO:** To create a data set in a spreadsheet. KS2: CO 6 Big Idea (Aspect): **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Data and information – Introduction to Spreadsheets** **Lesson 2:** **LO:** To build a data set in a spreadsheet. KS2: CO 6 Big Idea (Aspect): **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Data and information – Introduction to Spreadsheets** **Lesson 3:** **LO:** To explain that formulas can be used to produce calculated data. KS2: CO 6 Big Idea (Aspect): **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Data and information – Introduction to Spreadsheets** **Lesson 4:** **LO:** To apply formulas to data. KS2: CO 6 Big Idea (Aspect): **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Data and information – Introduction to Spreadsheets** **Lesson 5:** **LO:** To create a spreadsheet to plan an event. KS2: CO 6 Big Idea (Aspect): **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Data and information – Introduction to Spreadsheets** **Lesson 6:** **LO:** To choose suitable ways to present data. KS2: CO 6 Big Idea (Aspect): **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)

Term 5	Creating media – 3D Modelling Lesson 1: LO: To recognise that you can work in three dimensions on a computer. KS2: CO 6, 7 Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	Creating media – 3D Modelling Lesson 2: LO: To identify that digital 3D objects can be modified. KS2: CO 6, 7 Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	Creating media – 3D Modelling Lesson 3: LO: To recognise that objects can be combined in a 3D model. KS2: CO 6, 7 Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	Creating media – 3D Modelling Lesson 4: LO: To create a 3D model for a given purpose. KS2: CO 6, 7 Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	Creating media – 3D Modelling Lesson 5: LO: To plan my own 3D model. KS2: CO 6, 7 Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	Creating media – 3D Modelling Lesson 6: LO: To create my own digital 3D model. KS2: CO 6, 7 Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)
Term 6	Programming B - Sensing movement Lesson 1: LO: To create a programme to run on a controllable device. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	Programming B - Sensing movement Lesson 2: LO: To explain that selection can control the flow of a programme. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	Programming B - Sensing movement Lesson 3: LO: To update a variable with a user input. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	Programming B - Sensing movement Lesson 4: LO: To use a conditional statement to compare a variable to a value. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	Programming B - Sensing movement Lesson 5: LO: To design a project that uses inputs and outputs on a controllable device. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	Programming B - Sensing movement Lesson 6: LO: To develop a programme to use inputs and outputs on a controllable device. KS2: CO 1, 2, 3, 6 Big Idea (Aspect): **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)