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|  | Autumn 1  Computing Networks and Systems | Autumn 2  Creating Media | Spring 1  Programming A | Spring 2  Data and Information | Summer 1  Creating Media | Summer 2  Programming B |
| Year 1 | Technology around us (1.1) | Digital painting (1.2) | Moving a robot (1.3) | Grouping data (1.4) | Digital writing (1.5) | Programming animations (1.6) |
| Year 2 | Information technology around us (2.1) | Digital photography (2.2) | Robot algorithms (2.3) | Pictograms (2.4) | Digital music (2.5) | Programming quizzes (2.6) |
| Year 3 | Connecting computers (3.1) | Stop-frame animation (3.2) | Sequencing sounds (3.3) | Branching databases (3.4) | Desktop publishing (3.5) | Events and actions in programs (3.6) |
| Year 4 | The Internet (4.1) | Audio Production (4.2) | Repetition in shapes (4.3) | Data logging (4.4) | Photo editing (4.5) | Repetition in games (4.6) |
| Year 5 | Systems and searching (5.1) | Video production (5.2) | Selection in physical computing (5.3) | Flat-file databases (5.4) | Vector graphics (5.5) | Selection in quizzes (5.6) |
| Year 6 | Communication and collaboration (6.1) | Webpage creation (6.2) | Variables in games (6.3) | Introduction to spreadsheets (6.4) | 3D Modelling (6.5) | Sensing movement (6.6) |