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|  | Autumn 1Computing Networks and Systems | Autumn 2Creating Media | Spring 1Programming A | Spring 2Data and Information | Summer 1Creating Media | Summer 2Programming 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)  |