



## Computing Overview

	Autumn	Spring	Summer
<b>Y1</b>	Moving Robots  Technology Around Us	Digital Painting  Digital writing	Animation  Grouping Data
<b>Y2</b>	Information Technology All Around Us  Digital Photography	Digital Music  Pictograms	Robot Algorithms  An Introduction to quizzes
<b>Y3</b>	Connecting Computers  Stop-frame animation	Sequencing Sounds  Branching Databases	Desktop Publishing  Events and Actions in Programming
<b>Y4</b>	Internet  Audio editing	Data Logging  Photo editing	Repetition in shapes  Repetition in games
<b>Y5</b>	Introduction to vector graphics  Video Production	Systems and Searching  Flat-file Databases	Selection in Physical Computing  Selection in quizzes
<b>Y6</b>	3D modelling  Web page creation	Communication and collaboration  Variables in games	Sensing Movement  Introduction to Spreadsheets