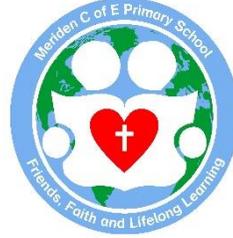# Units Summaries Year 1 & 2

	Computing systems and networks	Creating media A	Programming A	Data and information	Creating media B	Programming B
Year 1	**Technology around us (1.1)** Recognising technology in school and using it responsibly.	**Digital painting (1.2)** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Moving a robot (1.3)** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Grouping data (1.4)** Exploring object labels, then using them to sort and group objects by properties.	**Digital writing (1.5)** Using a computer to create and format text, before comparing to writing non-digitally	**Programming animations (1.6)** Designing and programming the movement of a character on screen to tell stories.
Year2	**Information technology around us (2.1)** Identifying IT and how its responsible use improves our world in school and beyond	**Digital photography (2.2)** Capturing and changing digital photographs for different purposes.	**Robot algorithms (2.3)** Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	**Pictograms (2.4)** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Digital music (2.5)** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Programming quizzes (2.6)** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

Units Summaries Year 3 & 4

	Computing systems and networks	Creating media A	Programming A	Data and information	Creating media B	Programming B
Year 3	**Connecting computers (3.1)** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Stop-frame animation (3.2)** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing sounds (3.3)** Creating sequences in a block-based programming language to make music.	**Branching databases (3.4)** Building and using branching databases to group objects using yes/no questions.	**Desktop publishing Creating (3.5)** Creating documents by modifying text, images, and page layouts for a specified purpose	**Events and actions in programs (3.6)** Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	**The internet (4.1)** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Audio production (4.2)** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Repetition in shape (4.3)** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Data logging (4.4)** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Photo editing (4.5)** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Repetition in games (4.6)** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

Units Summaries Year 5 & 6

	Computing systems and networks	Creating media A	Programming A	Data and information	Creating media B	Programming B
Year 5	**Systems and searching (5.1)** Recognising IT systems in the world and how some can enable searching on the internet	**Video production (5.2)** Planning, capturing, and editing video to produce a short film.	**Selection in physical computing (5.3)** Exploring conditions and selection using a programmable microcontroller	**Flat-file databases (5.4)** Using a database to order data and create charts to answer questions.	**Introduction to vector graphics (5.5)** Creating images in a drawing program by using layers and groups of objects.	**Selection in quizzes (5.6)** Exploring selection in programming to design and code an interactive quiz.
Year 6	**Communication and collaboration (6.1)** Exploring how data is transferred by working collaboratively online.	**Webpage creation (6.2)** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Variables in games (6.3)** Exploring variables when designing and coding a game.	**Introduction to spreadsheets (6.4)** Answering questions by using spreadsheets to organise and calculate data.	**3D modelling (6.5)** Planning, developing, and evaluating 3D computer models of physical objects.	**Sensing movement (6.6)** Designing and coding a project that captures inputs from a physical device.