

Y1

Computing systems and Networks: Technology around us

How can technology help us?

Creating Media: Digital Painting

Is painting on a computer better than on paper?

Creating Media: Digital Writing

Is it better to write with a pencil or keyboard?

Programming A: Moving a Robot

How can we command a robot?

Data and Information: Grouping Data

How can we present information?

Programming B: Programming animations

How can we use code blocks?

Y2

Computing Systems and Networks: IT Around Us

How is information technology (IT) being used for good in our lives?

Creating Media: Digital Photography

Is what we see real?

Programming A: Robot Algorithms

How can we program a robot?

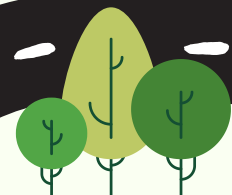
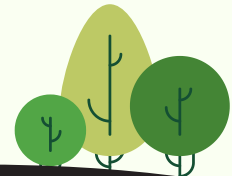
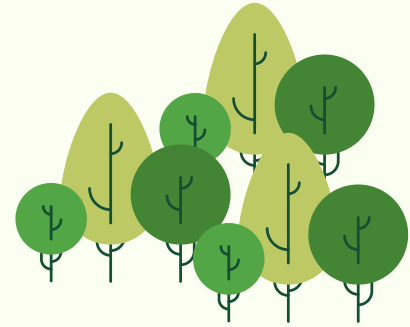
Data and Information: Pictograms

Can we show data in different ways?

Creating Media: Making Music

Does music sound better live or digitally?

COMPUTING ROAD MAP



Y3

Computing Systems and Networks: Connecting Computers
How are computers connected?

Creating Media: Animation
What is an animation?

Programming A: Sequencing Sounds
How can we use commands to produce an outcome?

Data and Information: Branching Databases
How can we use technology to help identify things?

Programming B: Events and Actions
How can we code a computer to draw?

Creating Media: Desktop Publishing
How can we present information on a computer?

Creating Media: Audio Production
How can we use inputs and outputs to create a podcast?

Computing Systems and Networks: The Internet
What is the World Wide Web?

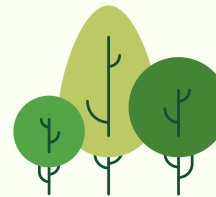
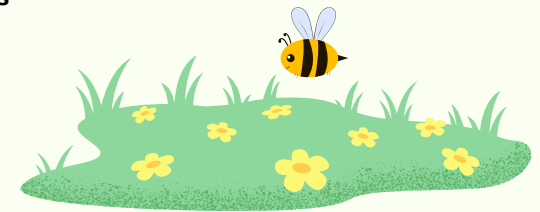
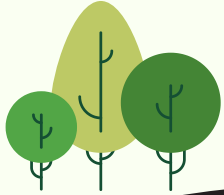
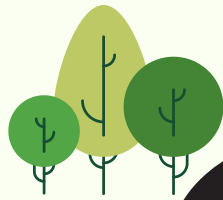
Programming A: Repetition in shapes
How can a text-based language be used to create a program?

Data and Information: Data Logging
Are data loggers better than human recordings?

Creating Media: Photo Editing
What makes an effective photo?

Programming B: Repetition in Games
What is more useful a count-controlled loop or an infinite loop?

Y4



Y5

**Computing Systems and Networks:
Systems and Searching**
How is information shared?

Creating Media: Vector Drawing
How can we use vector drawings for
a purpose?

Creating Media: Video Editing
How can we make a video more effective
through editing?

**Programming A: Selection in Physical
Computing**
Can we program a fairground ride?

Programming B: Selection in Quizzes
How do conditions help us in
programming?

**Data and Information: Flat-file
Databases**
Can databases save us time?

Y6

Computing systems and Networks: Communication
What is the best type of communication?

Programming A: Variables in Games
How can variables enhance my games?

Creating Media: 3D Modelling
How can computers help us when
designing?

Data and Information: Spreadsheets
How can spreadsheets make event planning
easier?

Programming B: Sensing
Can we make our games better?

Creating Media: Webpage Creation
Who owns my content? Can I use it?

