Units Overview (Computer Science & Information Technology)

Year R

Technology Within The Environment
Introduction to cameras, devices and remotely operated toys

Year 1

Systems & Networks — Technology Around Us

Creating Media — Digital Painting

Programming — Moving A Robot

Data & Information — Grouping Data

Creating Media — Digital Writing

Programming — Animations

Year 2

Systems & Networks — IT All Around Us

Creating Media — Digital Photography

Programming — Robot Algorithms

Data & Information — Pictograms

Creating Media — Digital Music

Programming — Quizzes

Year 3

Systems & Networks — Connecting Computers

Creating Media — Stop-Frame Animation

Programming — Sequencing Sounds

Data & Information — Branching Databases

Creating Media — Desktop Publishing

Programming — Events & Actions

Year 4

Systems & Networks — The Internet

Creating Media — Audio Production

Programming — Repetition In Shapes

Data & Information — Data Logging

Creating Media — Photo Editing

Programming — Repetition In Games

Year 5

Systems & Networks — Systems & Searching

Creating Media — Video Production

Programming — Selection In Physical Computing

Data & Information — Flat-File Databases

Creating Media — Vector Graphics

Programming — Selection In Quizzes

Year 6

Systems & Networks — Communication

Creating Media — Web Pages

Programming — Variables In Games

Data & Information — Spreadsheets

Creating Media — 3D Modelling

Programming — Sensing Movement

Key Stage 3