

## Computing Scheme of Work

Year	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B	Remarks
R							
1	Computer Systems and Networks Technology Around Us	Creating Media  Digital Painting	Basic IT Skills	Creating Media Digital Writing	Programming A Moving a Robot	Programming B  Introduction to Animation	Opted Out: Data and Information Grouping Data
2	Computer Systems and Networks IT Around Us	Creating Media  Digital Photography	Basic IT Skills	Creating Media Making Music	Programming A Robot Algorithms	Programming B  Introduction to Quizzes	Data and Information Pictograms
3	Computer Systems and Networks Connecting Computers	Creating Media  Animation	Basic IT Skills	Creating Media Desktop Publishing	Programming A  Sequence in Music	Programming B  Events and Actions	Opted Out: Data and Information Branching Databases
4	Computer Systems and Networks Internet	Creating Media  Audio Editing	Basic IT Skills	Programming A  Repetition in Shapes	Programming B  Repetition in Games	Creating Media  Photo Editing	Opted Out: Data and Information Data Logging
5	Computer Systems and Networks Sharing Information	Creating Media  Video Editing	Basic IT Skills	Creating Media Vector Drawing Making Music – Sonic Pi	Programming A Selection in Physical Programming Crumble Buggies	Programming B  Selection in Quizzes	Opted Out: Data and Information Flat File Databases
6	Computer Systems and Networks Communication	Programming A  Variables in Games	Progressive IT Skills  Creating Media 3D Modelling	Progressive IT Skills  Creating Media Web Page Creation	Programming B Sensing  STEM Project – Robot Warz	STEM Project  Robot Warz	Opted Out: Data and Information  Spread Sheets

Majority of elements of the SOW taken from the [Teach Computing Curriculum](#), colour coded as follows:

Information Technology

Computer Science

Digital Literacy

Online Safety is taught throughout the school as a separate element using [Project Evolve](#) in weekly class assemblies.