



# Houghton St. Giles C.E Primary Academy

## Computing cycles of learning



### Cycles of Learning

2021-22	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
<b>Key Stage One</b>	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Creating media – Digital writing	Data and information – Grouping data	Programming B – Introduction to animation
<b>Lower Key Stage Two</b>	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Creating media – Desktop publishing	Data and information – Branching databases	Programming B – Events and actions
<b>Upper Key Stage Two Year 5</b>	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Creating media – Video editing	Data and information – Flat-file databases	Programming B – Selection in quizzes
<b>Upper Key Stage Two Year 6</b>	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Creating media – Web page creation	Data and information – Spreadsheets	Programming B – Sensing

2022-23	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
<b>Key Stage One</b>	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Creating media – Making music	Data and information – Pictograms	Programming B – An introduction to quizzes
<b>Lower Key Stage Two</b>	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Creating media – Photo editing	Data and information – Data logging	Programming B – Repetition in games
<b>Upper Key Stage Two Year 5</b>	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Creating media – Video editing	Data and information – Flat-file databases	Programming B – Selection in quizzes
<b>Upper Key Stage Two Year 6</b>	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Creating media – Web page creation	Data and information – Spreadsheets	Programming B – Sensing