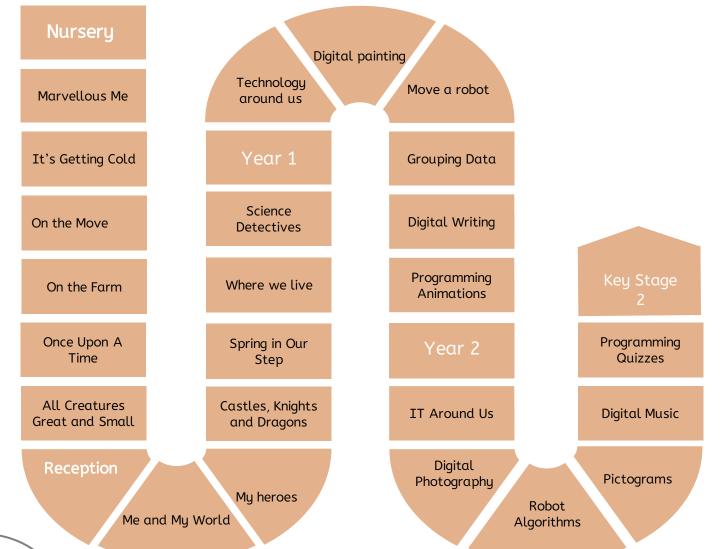
Computing: Early Years and Key Stage 1







Computing: Key Stage 2





Connecting Computers

Stop-Frame Animation

Sequencing Sounds

Branching Databases

Desktop Publishing

Events and Actions in Programs

Year 4

The Internet

Systems and Searching

Year 5

Repetition in Games

Photo Editing

Data Logging

Repetition in Shapes

Audio Production

Video Production Selection Physical Computing

> Flat-File Databases

In

Introduction to **Vector Graphics**

> Selection in quizzes

> > Year 6

Communication And Collaboration

> Web Page Creation

Variables in

Games

Sensing Movement

3D Modelling

Introduction To Spreadsheets

