






Year 1	Moving a robot (1.3)	Technology around us (1.1)	Digital painting (1.2)	Grouping data (1.4)	Digital writing (1.5)	Programming animations (1.6)
Year 2	Digital photography (2.2)	Information technology around us (2.1)	Digital music (2.5)	Pictograms (2.4)	Robot algorithms (2.3)	Programming quizzes (2.6)
Year 3	Connecting computers (3.1)	Stop-frame animation (3.2)	Sequencing sounds (3.3)	Branching databases(3.4)	Desktop publishing (3.5)	Events and actions in programs (3.6)
Year 4	The internet (4.1)	Repetition in shapes (4.3)	Audio Production (4.2)	Data logging (4.4)	Photo editing (4.5)	Repetition in games (4.6)
Year 5	Systems and searching (5.1)	Vector graphics (5.5)	Flat-file databases (5.4)	Physical computing (5.3)	Video production (5.2)	Selection in quizzes (5.6)
Year 6	Communication and collaboration (6.1)	Webpage creation (6.2)	Variables in games (6.3)	Introduction to spreadsheets (6.4)	3D modelling (6.5)	Sensing movement (6.6)

Computing systems and networks	
Creating media	
Programming	
Data	