

Computing – Cycle 2

Year 3 & 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing networks: Internet Lesson 1: What is a network? Lesson 2: A file's journey Lesson 3: How a website works Lesson 4: Routers Lesson 5: What is packet data?	Computing Networks: Email Lesson 1: Communicating with technology Lesson 2: Sending an email Lesson 3: Adding attachments Lesson 4: Be kind online Lesson 5: Fake emails	Databases – Comparing cards Lesson 1: Records, fields and data Lesson 2: Race against the computer Lesson 3: Sorting and filtering – Google Lesson 4: Representing data – Google	Data Handling: Investigating Weather Lesson 1: What is the weather? Lesson 2: Weather stations Lesson 3: Extreme weather Lesson 4: Satellites and forecasts Lesson 5: Presenting forecasts	Creating Media: Video Trailers Lesson 1: Planning a book trailer Lesson 2: Filming Lesson 3: Editing the trailer Lesson 4: Transitions and text Lesson 5: Video reviews	Computer systems: Journey Inside A Computer Lesson 1: Inputs and outputs Lesson 2: Building a paper laptop Lesson 3: Following instructions Lesson 4: Computer memory Lesson 5: Dismantling a tablet

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Year 5 & 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Programming music Lesson 1: Tinkering with Scratch music elements Lesson 2: Scratch soundtracks Lesson 3: Planning a soundtrack Lesson 4: Programming a soundtrack Lesson 5: Evaluating a soundtrack	Mars Rover Lesson 1: Mars Rover Lesson 2: Binary code Lesson 3: Computer architecture Lesson 4: How computers store data using binary Lesson 5: Using binary – text	Stop motion animation Lesson 1: Animation explored Lesson 2: Exploring stop-motion Lesson 3: Planning my stop-motion project Lesson 4: Stop motion creation Lesson 5: Editing my stop-motion project	Search engines Lesson 1: Searching basics Lesson 2: Inaccurate information Lesson 3: Web quest Lesson 4: Information poster Lesson 5: Web crawlers	Microbits Lesson 1: Tinkering with BBC micro:bit Lesson 2: Programming an animation Lesson 3: Programming a pedometer Lesson 4: Using the temperature sensor Lesson 5: Debug and evaluate	Mars Rover 2 Lesson 1: Pixels Lesson 2: Compressing images Lesson 3: Fetch-Decode-Execute cycle Lesson 4: Tinkering with CAD Lesson 5: Tinkercad design