

Streatley Computing Curriculum 2 Year cycle - Teach Computing Units					
Years 1 and 2 Cycle A					
Unit 1.1 Technology around us	Unit 2.2 Digital photography	Unit 1.3 Moving a robot	Unit 1.4 Grouping Data	Unit 2.3 Robot algorithms	Unit 2.5 Digital Music
Years 1 and 2 Cycle B					
Unit 2.1 Information Technology around us	Unit 1.2 Digital Painting	Unit 2.4 Pictograms	Unit 1.6 Programming animations	Unit 1.5 Digital Writing	Unit 2.6 Programming quizzes
Years 3 and 4 Cycle A					
Unit 3.1 Connecting Computers	Unit 3.3 Sequencing Sounds	Unit 4.2 Audio Production	Unit 3.6 Events and Actions in Programs	Unit 4.4 Data logging	Unit 4.5 Photo editing
Years 3 and 4 Cycle B					
Unit 4.1 The Internet	Unit 4.3 Repetition in Shapes	Unit 3.2 Stop Frame animation	Unit 4.6 Repetition in Games	Unit 3.4 Branching data bases	Unit 3.5 Desk top publishing
Years 5 and 6 Cycle A					
Unit 5.1 Systems and searching	Unit 5.3 Selection in physical computing	Unit 6.4 Introduction to spreadsheets	Unit 5.6 Selection in Quizzes	Unit 6.2 Webpage creation	Unit 6.5 3D modelling
Years 5 and 6 Cycle B					
Unit 6.1 Communication and collaboration	Unit 6.3 Variables in games	Unit 5.2 Video production	Unit 5.4 Flat file databases	Unit 6.6 Sensing movement	Unit 5.5 Introduction to Vector graphics

Blue (.1) Computing systems and networks
Orange(.4) Data and Information

Yellow (.2) Creating Media
Grey(.5) Creating Media

Green (.3) Programming A
Purple (.6) Programming B