

Computer Science	Digital Literacy	Information Technology
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Year A 2023 to 2024

3/4		Coding 3:1 & 4:1 (6 weeks) See table below	Spread sheets 4:3 (6 weeks)			
5/6		Coding 5:1 & 6:1 (6 weeks) See table below	Spread sheets 6:3 (5 weeks)			
ALL	Online Safety 6:1 (2 weeks)			Text Adventures 6:5 (5 weeks)	Quizzing 6:7 (6 weeks)	Understanding Binary 6:8 (4 weeks)
	Blogging 6:4 (4 weeks)					

Year B 2024 to 2025

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
3/4		Coding 3:1 & 4:1 (6 weeks) See table below	Spread sheets 3:3 (3 weeks)  Simulations 3:7 (3 weeks)			
5/6		Coding 5:1 & 6:1 (6 weeks) See table below	Spread sheets 5:3 (6 weeks)			
ALL	Online Safety 3:2 (3 weeks)			Email 3:5 (6 weeks)	Branching databases 3:6 (4 weeks)	Writing for different audiences 4:4 (5 weeks)
	Touch Typing (4 weeks)				Graphing	

					3:8 (2 weeks)	
Year C 2025 to 2026						
3/4		Coding 3:1 & 4:1 (6 weeks) See table below	Spread sheets 4:3 (6 weeks)			
5/6		Coding 5:1 & 6:1 (6 weeks) See table below	Spread sheets 6:3 (5 weeks)			
ALL	Online Safety 4:2 (4 weeks)			Logo 4:5 (4 weeks)	Effective Search 4:7 (3 weeks)	Presenting with PowerPoint 3:9 (5/6 weeks)
	Animation 4:6 (3 weeks)			Hardware Investigators 4:8 (2 weeks)	Making Music 4:9 (4 lessons)	
Year D 2026 to 2027						
3/4		Coding 3:1 & 4:1 (6 weeks) See table below	Spread sheets 3:3 (3 weeks)			
			Simulations 3:7 (3 weeks)			
5/6		Coding 5:1 & 6:1 (6 weeks) See table below	Spread sheets 5:3 (6 weeks)			
ALL	Online Safety 5:2 (3 weeks)			Game Creator 5:5 (5 weeks)	3D Modelling 5:6 (4 weeks)	Concept Maps 5:7 (4 weeks)

	Databases 5:4 (3 weeks)					Networks 6:6 (3 weeks)
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YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
YEAR 3 & 4 - CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6	

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
YEAR 5 & 6 - CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6