**Kimbolton Computing**

Year 1 and 2 two year scheme of work

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|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Year A | Combine technology around us (1) and information technology around us (2) | Moving a robot (1) | Robotic Algorithm  (2) | Digital painting (1) | Making music (2) | Digital writing (1) |
| Year B | See above, repeat in second year | Grouping data (1) | Pictograms (2) | Digital photography (2) | Programming animations (1) | An introduction to quizzing (2) |

Year 3 and 4 two year scheme of work

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|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Year A | Connecting computers (3) | The internet (4) | Stop frame animation (3) | Repetition in shapes (4) | Desktop publishing (3) | Photo editing (4) |
| Year B | Branching Data bases (3) | Data logging (4) | Audio editing (4) | Sequences in music (3) | Events and actions (3) | Repetition in games (4) |

Year 5 and 6 two year scheme of work

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|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Year A | Sharing information (5) | Communication (6) | Video editing (5) | Flat file databases (5) | Sensing (6) | Selection in quizzing (5) |
| Year B | Web page creation (6) | 3D modelling (6) | Selection in physical computing (5) | Variables in games (6) | Vector drawing (5) | Introduction to spreadsheets (6) |