

	Computing Systems and Networks	Data and Information	Programming A	Programming B	Creating Media	Creating Media
Year 1	Technology around us	Grouping data	Moving a robot	Programming animations	Digital painting	Digital writing
Year 2	IT around us	Pictograms	Robot algorithms	Programming quizzes	Digital photography	Digital music
Year 3	Connecting computers	Branching databases	Sequencing sounds	Events and actions in programs	Desktop publishing	Stop-frame animations
Year 4	The Internet	Data logging	Repetition in shapes	Repetition in games	Audio production	Photo editing
Year 5	Systems and searching	Flat-file databases	Selection in physical computing	Selection in quizzes	Introduction to vector graphics	Video production
Year 6	Communication and collaboration	Spreadsheets	Variables in games	Sensing movement	3D modelling	Web page creation