Teach Computing Long Term Overview by Year Group

Year	A1	A2	SP1	SP2	SU1	SU2
	Computing systems and networks	**Creating media**	**Programming A**	**Data and information**	**Creating media**	**Programming B**
1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
4	The Internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
6	Communication and collaboration	Web page creation	Variables in games	Spreadsheets	3D modelling	Sensing movement