

Strawberry Fields Primary School – Phase-by-phase breakdown of Teach Computing units

Phase	Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1/2	Year A	Systems and Networks- tech all around us (Y1) E-Safety/Screen time	Creating Media-Digital Photography (Y2)	Programming B-animations (Y1)	Programming B-programming quizzes (Y2)	Data and information-grouping data (Y1)	Creating Media-Digital Music (Y2)
	Year B	Systems and Networks- Tech all around us (Y2) E-Safety/Screen time	Creating Media-digital painting (Y1)	Programming A-moving a robot (Y1)	Programming A- robot algorithms (Y2)	Data and Information-Pictograms (Y2)	Creating Media-digital writing (Y1)
Y3/4	Year A	Computing Systems and Networks- The Internet (Y4)	Creative Media-Photo editing (Y4)	Programming A-Sequencing sound (Y3)	Programming B-Events and actions in programs (Y3)	Data and Information-Branching Databases (Y3)	Creative Media- Audio Production (Y4)
	Year B	Computing Systems and Networks-connecting computers (Y3)	Creating Media-desktop publishing (Y3)	Programming A-Repetition in Shapes (Y4)	Programming B-Repetition in Games (Y4)	Data and Information-Data Logging (Y4)	Creative Media- Stop frame animation (Y3)
Y5/6	Year A	Computing Systems and Networks-Communication and Collaboration (Y6)	Creating Media- Video production (Y5)	Programming A-Variables in Games (Y6)	Programming B-selection in quizzes (Y6)	Data and Information-Flat file databases (Y5)	Creating Media-Introduction to Vector graphics (Y5)
	Year B	Creating systems and networks-Systems and Searching (Y5)	Creative Media- Web page creation (Y6)	Programming A-Selection in Physical Computing (Y5)	Programming B-Selection in quizzes (Y5)	Data and Information-introduction to spreadsheets (Y6)	Creating Media- 3D modelling (Y6)