

1. Computing Systems & Networks (CSN)

Year Group	Core Theme	Key Skills & Objectives
Year 1	Technology Around Us	Identify physical components of a computer (mouse, keyboard, screen). Switch on/off safely. Recognize that technology exists in everyday objects outside of school.
Year 2	Information Technology Around Us	Identify the main purposes of IT. Distinguish between information technology and non-IT devices. Learn to use a keyboard to type text and navigate with a mouse or trackpad.
Year 3	Connecting Computers	Understand that digital devices require inputs, processes, and outputs. Identify how a computer network connects devices together via a central switch or server.
Year 4	The Internet	Recognize the internet as a network of networks. Understand the difference between the World Wide Web (content) and the Internet (infrastructure). Explore routers and data packets.
Year 5	Sharing Information	Explore how information is shared globally across systems. Develop a working understanding of cloud storage, collaborative web spaces, and search engine ranking algorithms.
Year 6	Communication & Collaboration	Evaluate how diverse internet protocols allow people to collaborate. Master using online tools

Year Group	Core Theme	Key Skills & Objectives
		securely to co-author documents, manage permissions, and critique digital content.

2. Creating Media (CM)

Year Group	Core Theme	Key Skills & Objectives
Year 1	Moving A Pixels / Digital Painting	Use a digital paint tool to select brush styles, lines, and shapes. Undo mistakes. Understand that digital art can be edited, saved, and replicated effortlessly.
Year 2	Digital Photography / Audio	Capture stable digital photos, framing subjects intentionally. Experiment with light and angles. Record, playback, and trim audio clips using basic recording software.
Year 3	Desktop Publishing / Animation	Combine text and graphics on a single page. Modify fonts, sizes, and alignments for purpose. Create simple frame-by-frame stop-motion animations with onion-skinning.
Year 4	Audio Editing / Photo Editing	Edit multi-track audio projects: copy, paste, fade, and layer sounds. Manipulate digital imagery by cropping, rotating, and applying color filters to alter meaning.
Year 5	Vector Drawing / Video Production	Combine geometric shapes into layered vector images. Plan, film, and edit short digital videos,

Year Group	Core Theme	Key Skills & Objectives
		evaluating transitions, audio balance, and structural narrative.
Year 6	Web Page Creation / 3D Design	Construct functional websites using nested subpages, hyperlinks, and embedded dynamic media. Navigate 3D spaces to design objects along the X, Y, and Z axes.

3. Data & Information (DI)

Year Group	Core Theme	Key Skills & Objectives
Year 1	Grouping Data	Group physical and digital objects based on a single visible attribute (e.g., color, shape). Label groups clearly and explain the rationale for sorting.
Year 2	Counting & Tallying	Collect data points manually and record them using a digital tally chart. Convert data automatically into simple pictograms and block diagrams.
Year 3	Branching Databases	Ask closed "Yes/No" questions to isolate items. Construct a structured branching database (dichotomous key) to identify animals, plants, or objects.
Year 4	Data Logging	Use physical external sensors to automatically log real-world data (temperature, light, sound) over time. Interpret automatically generated line graphs.

Year Group	Core Theme	Key Skills & Objectives
Year 5	Flat-File Databases	Organize complex information into rows (records) and columns (fields). Use filters and advanced search queries (AND, OR, <, >) to extract subsets of data.
Year 6	Spreadsheets	Build dynamic models using cells, rows, and columns. Create formulas using arithmetic operators (+, -, *, /) and functions like SUM, AVERAGE, and COUNT.

4. Programming (P)

Year Group	Core Theme	Key Skills & Objectives
Year 1	Moving Robots / Introduction to Animation	Predict the outcome of a short sequence of instructions. Program a floor robot (e.g., Bee-Bot) using discrete forward, backward, and turn commands to reach a goal.
Year 2	Robot Algorithms / Sequences	Design clear, debugged step-by-step algorithms away from devices. Translate these algorithms into linear block programs with exact counts and directions.
Year 3	Sequencing / Animation with Loops	Order block statements cleanly inside an IDE. Identify patterns in code and introduce count-controlled loops (repeat blocks) to optimize code efficiency.

Year Group	Core Theme	Key Skills & Objectives
Year 4	Repetition in Shapes / Events & Loops	Program shapes using nested repetition blocks. Use keyboard and sprite events (triggers) to disrupt or alter the sequential execution of a script.
Year 5	Selection in Quizzes / Physical Computing	Introduce selection (IF... THEN... ELSE... conditionals). Use variable conditions to branch program execution. Code external physical hardware interfaces (e.g., Crumble/Micro:bit).
Year 6	Variables / Sensing & Complex Selection	Define, track, and update variables (e.g., scores, timers, inputs) during runtime. Design algorithms combining loops, variables, and complex conditional sensing.