

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
<p>Topic: Clear Messaging in Digital Media</p> <ul style="list-style-type: none"> • How digital media communicates messages • Evaluating online information • Creating digital media for a purpose • Understanding audience and design 	<p>Using Media – Gaining Support for a Cause</p> <ul style="list-style-type: none"> • Creating digital media products • Planning and designing media content • Evaluating digital work • Communicating ideas effectively 	<p>Networks – From Semaphores to the Internet</p> <ul style="list-style-type: none"> • What a computer network is • How information travels across networks • The history of communication systems • Understanding the internet 	<p>Modelling Data Using Spreadsheets</p> <ul style="list-style-type: none"> • Introduction to spreadsheets • Using formulas and calculations • Analysing data • Creating graphs and charts 	<p>Programming Essentials in Scratch – Part I</p> <ul style="list-style-type: none"> • Introduction to block-based programming • Sequencing instructions • Basic debugging • Creating simple programs in Scratch 	<p>Programming Essentials in Scratch – Part II</p> <ul style="list-style-type: none"> • Selection and conditions • Loops and iteration • Variables in Scratch • Developing a small interactive project
Assessment		Key Concepts/ Skills		Reading	
<ul style="list-style-type: none"> • Scratch programming project • Spreadsheet data task • End-of-year computing knowledge check 		<ul style="list-style-type: none"> • Computational thinking • Programming basics • Digital media creation • Data handling 		BUG the question	
Enrichment		Careers		Useful resources and revision	
<ul style="list-style-type: none"> • Coding club • Scratch challenges 		<ul style="list-style-type: none"> • Game designer • Software developer • IT technician 		<ul style="list-style-type: none"> • BBC Bitesize • Code.org • Teach Computing 	

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| <ul style="list-style-type: none">• STEM events | | |
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