

Computing coverage map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	COMPUTING SYSTEMS AND NETWORKS Technology Computer Mouse/trackpad Keyboard Screen Click Double-click Drag Input device Shift Space bar	CREATING MEDIA Digital Painting Paint program Tool Fill Undo Brush/Shape/Line tool	PROGRAMMING A Moving a robot Commands Clear Algorithm Program	DATA AND INFORMATION Grouping data Object Label Image Property Data set Value	CREATING MEDIA Digital writing Word processor Keyboard Microsoft Word Google Docs Toolbar Bold Italic Underline Font Cursor	PROGRAMMING B Introduction to animation ScratchJr Bee-Bot Command Sprite Programming Block Joining Run Delete Reset Algorithm Value
Year 2	COMPUTING SYSTEMS AND NETWORKS Information technology around us Information technology (IT) Computer Barcode Scan	CREATING MEDIA Digital photography Device Capture Image Digital Landscape/Portrait Format Focus Tools Filter Pixlr	PROGRAMMING A Robot algorithms Instructions Sequence Clear Algorithm Program Debugging	DATA AND INFORMATION Pictograms Data Object Pictogram Enter Attribute Sharing	CREATING MEDIA Making music Open Edit Pattern Tempo Rhythm Pulse Pitch Instrument	PROGRAMMING B Introduction to quizzes Sequence Command Program Run Start Outcome Block Sprite Algorithm Modify Debug Features
Year 3	COMPUTING SYSTEMS AND NETWORKS Connecting Computers Digital Device Input Output Process Program Connection Network Server Wireless Access Point (WAP)	CREATING MEDIA Desktop publishing Text Image Communicate Template Font Font style Orientation Landscape/Portrait Placeholder Desktop Publishing Copy Paste	PROGRAMMING A Sequence in music Scratch Programming Blocks Commands Code Sprite Sequence Event Task Algorithm Bug Debug	DATA AND INFORMATION Branching databases Attribute Value Table Object Branching database Database Select	CREATING MEDIA Audio editing Audio Record Playback Microphone Speaker Headphones Input Output Start/Pause/Stop Podcast Selection Open/Save/File Mixing Export MP3	PROGRAMMING B Events and actions Motion Event Action Sprite Algorithm Resize Blocks Debugging Errors Code
Year 4	CREATING MEDIA Stop frame animation Animation Stop frame Frame Sequence Image Delete Media	PROGRAMMING A Repetition in shapes Program Commands Code Snippet Algorithm Debug Repeat	DATA AND INFORMATION Data logging Data Table Table layout Input device Sensor Data logger Interval	CREATING MEDIA Photo editing Image Edit Select Digital Crop Undo Save	PROGRAMMING B Repetition in games Scratch Programming Sprite Blocks Code Loop Repeat	COMPUTING SYSTEMS AND NETWORKS The internet Internet Network Router Route tracing Network security Wireless Access Point (WAP)

	Import Transition	Loop Value	Data set Import Export Logged	Search Copyright Pixels Rotate Flip Hue/Saturation Sepia Illustrator Retouch Clone Sharpen Cut/Copy/Paste Font style Layer	Value Loop Forever Infinite loop Animate Event Duplicate Modify Algorithm Debug	Web page/address Browser World Wide Web Content Links Files Download Sharing Ownership Permission
Year 5	COMPUTING SYSTEMS AND NETWORKS Sharing information System Connection Digital Input Output Process Protocol Address Packet	PROGRAMMING A Selection in physical computing Microcontroller Components LED Program Repetition Loop Infinite loop Count-controlled loop Condition True/False Input Output Algorithm Debug	CREATING MEDIA Vector drawing Vector Draw/Shape/Select/Undo/Resize tools Toolbar Icons Duplicate Select Alignment Grid Handles Modify Layers Group/Ungroup Reuse	DATA AND INFORMATION Flat-file databases Database Data Sort/Order/Group Field Search Value Criteria Filter	PROGRAMMING B Selection in quizzes Selection Condition Loop Outcomes Conditional statement (linking together condition and outcomes) Algorithm Program Debug Input Output	CREATING MEDIA Video editing Video Audio Record Capture Zoom Storage AV (audio visual) Save Pan Tilt Youtuber Content Export Split Trim/Clip Credits Transitions Soundtrack
Year 6	PROGRAMMING A Variables in games Variables Value Set Event Algorithm Code Program Debug	PROGRAMMING B Sensing Micro:bit Input Output Process USB (Universal Serial Bus) Selection Condition Variable If...then...else Random Sensing Accelerometer Navigation Algorithm Debug	COMPUTING SYSTEMS AND NETWORKS Communication Search Search engine Refine Index Bot Crawler Ranking Search engine optimisation Links Web crawlers Content creator Selection Internet SMS Email Public/Private one-way/two-way/one-to-one	DATA AND INFORMATION Spreadsheets Spreadsheet Data Data set Cells Columns/Rows Data item Input Output Cell reference Operation Formula Range Duplicate Sigma Software Tools	CREATING MEDIA 3D modelling 2D/3D Object £d space Resize Lift Rotate/Position/Select/Duplicate tools Dimensions Placeholder Modify	CREATING MEDIA Web page creation Website Web page Browser Media Hypertext Markup Language (HTML) Header Copyright Fair use Home page Breadcrumb trail Navigation Hyperlink Subpage External link Embed