TPA Computing Yearly Planner

Year groups	Autumn 1 Dates: 4th Sept - 13th Oct (6 weeks)		Autumn 2 Dates: 31st Oct - 20th Dec (7.5 weeks)		Spring 1 Dates: 8th Jan - 9th Feb (5 weeks)		Spring 2 Dates: 19th Feb - 28th Mar (6 weeks)		Summer 1 Dates: 15th Apr - 24th May (6 weeks)		Summer 2 Dates: 4th June - 24th July (7.5 weeks)	
	IPC	NCCE/Kapow	IPC	NCCE	IPC	NCCE	IPC	NCCE	IPC	NCCE	IPC	NCCE
Reception	N/A		N/A		N/A		N/A		N/A		N/A	
	Kapow(?) = Computing Systems and Networks 1: Using a computer				Kapow(?) =Programming 1: All about instruction		Kapow(?) = Computer Systems and networks 2: Exploring hardware		Kapow(?) = Programming 2: Programming Bee-Bots		Kapow(?) = Data handling: Introduction to data	
Year 1	Brainwaves/ Treasure Islands	Creating media - digital painting	Treasure Islands	Programming A - Moving a Robot	Green Fingers!	Network systems	Time Travellers	Programming B - Programming animations	A Day In The Life	Data and information - Grouping data	The Earth: Our Home	Creating media - Digital writing
Year 2	Brainwaves/ From A To B	creating media - Making music	From A To B/Super Humans	programming A - Robot algorithms	Buildings	Network systems	Live And Let Live	Data and information - pictograms	The Magic Toymaker	Programming B - An introduction to quizzes	People Of The Past	creating media - digital photography
Year 3	Brainwaves/ How Humans Work	programming A - Sequencing sounds	How Humans Work/Bright Sparks!	Programming B - Events and actions in programs	Shake It!	Network systems	Island Life	data and information - branching databases	Travel And Tourism	creating media - desktop publishing (invite to a country)	Scavengers And Settlers	creating media - stop-frame animation
Year 4	Brainwaves/ Temples, Tombs And Treasures	creating media - photo editing	Temples, Tombs And Treasures/ Making Waves!	programming A - repetition in shapes	Land, Sea And Sky	Network systems	Different Places, Similar Lives	Creating media - audio production (sound effects website)	All Aboard	Data and information - data logging	Feel The Force!/ Lets Plant It!	programming B - Repetition in games
Year 5	Brainwaves/ Space Scientists	creating media - 3D modelling	Space Scientists	Programming A - Selection in physical computing (Crumbles)	The Great, The Bold And The Brave	Network systems	The Great, The Bold And The Brave/ Roots, Shoots And Fruits	creating media - introduction to vector graphics	The Holiday Show	data and information - flat-file databases	Being Human	programming B - selection in quizzes
Year 6	Brainwaves/ Existing, Endangered, Extinct	data and information - introduction to spreadsheets	Existing, Endangered, Extinct/Full Power!	creating media - web page creation	900ce	Network systems	Earth As An Island	Programming B - Sensing movements (microbits)	Fairgrounds	Programming A - Variables in games	Fairgrounds/ Bake It!	creating media - Video editing

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Year 1 NCCE
- 1. Computing systems and networks – Technology around us
- 2. Creating media – Digital painting
- 3. Programming A – Moving a robot
- 4. Data and information – Grouping data
- 5. Creating media – Digital writing
- 6. Programming B - Programming animations

Year 2 NCCE
- Computing systems and networks – IT around us
- Creating media – Digital photography
- Creating media – Making music
- Data and information – Pictograms
- Programming A – Robot algorithms
- Programming B – An introduction to quizzes

Year 3 NCCE
- 1. Computing systems and networks – Connecting computers
- 2. Creating media - Stop-frame animation
- 3. Programming A - Sequencing sounds
- 4. Data and information – Branching databases
- 5. Creating media – Desktop publishing
- 6. Programming B - Events and actions in programs

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Year 4 NCCE

- 1. Computing systems and networks – The Internet
- 2. Creating media - Audio production
- 3. Programming A – Repetition in shapes
- 4. Data and information – Data logging
- 5. Creating media – Photo editing
- 6. Programming B – Repetition in games

Year 5 NCCE

- 1. Computing systems and networks - Systems and searching
- 3. Programming A – Selection in physical computing
- 4. Data and information – Flat-file databases
- 5. Creating media – Introduction to vector graphics
- 6. Programming B – Selection in quizzes
- 5. Creating media – 3D Modelling

Year 6 NCCE

- 1. Computing systems and networks - Communication and collaboration
- 2. Creating media – Web page creation
- 3. Programming A – Variables in games
- 4. Data and information - Introduction to Spreadsheets
- 2. Creating media - Video production
- 6. Programming B - Sensing movement