|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
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| **Year 3** | **Databases**  Attribute  Data  Data Set  Execute  Information Technology  Object | **Network**  Input  Output  Computer Network  Wireless Access Point  Server  Internet | **Animation**  Frames  Run  Scene  Storyboard | **Desktop Publishing**  Image  Cropping  Text  Manipulation  Font | **Programming 1**  Algorithm  Run  Code  Code Snippet  Loop  Outcome  Commands | **Programming 2**  Sprite  Actions  Code Loop Outcome  Commands  Debugging  Bugs |
| **Year 4** | **Photo Editing**  Image  Pasting  Cropping  Deforming  Tools | **Networks**  Input  Output  Computer Network  Wireless Access Point  Server  Router  WWW  Website  Internet | **Logo Programming**  Loop  Action  Run  Code  Repeat  Count-Controlled  Outcome | **Game Programming**  Loop  Action  Run  Code  Repeat  Count-Controlled  Outcome  Sprite  Action  Conditions | **Audio Editing**  Digitally Record  Crop  Audio  Digital Device | **Data Collection**  Attribute  Data  Data Set  Execute  Information Technology  Object  Input  Digital Device |
| **Year 5** | **Crumble Programming**  Components  Count-controlled loop  Condition  Condition-controlled loop  Debugging  Physical computing  Excecute | **Networks**  Information Packets  Input  Output  Computer Network  Wireless Access Point  Server  Router  WWW  Website  Domain Name  Hyperlink  Internet | **Vector Drawing**  Vector  Layers  Cropping  Deform  Grouping | **Collecting Data**  Attribute  Data  Data Set  Execute  Information Technology  Object  Input  Digital Device  Conditions  Sorting | **Selection in Programing**  Count-controlled loop  Condition  Condition-controlled loop  Debugging  Physical computing  Excecute | **Video Editing**  Storyboard  Video  Cropping  Reordering  Layers  Recording  Digital Device  Editing  Reshooting |
| **Year 6** | **Website Creation**  Domain  Copyright  Layout  Image  Crop  Webpage  Website  Hyperlink  Internet  Media | **Game Programming**  Variable  Count-controlled loop  Condition  Condition-controlled loop  Debugging  Physical computing  Excecute | **3D Modelling**  Modelling  Manipulation  Deform  Layers | **Using Data**  Attribute  Data  Data Set  Execute  Information Technology  Object  Input  Digital Device  Conditions  Sorting | **Networks**  Information Packets  Input  Output  Computer Network  Wireless Access Point  Server  Router  WWW  Website  Domain Name  Hyperlink  Internet | **Microbit Programming**  Variable  Count-controlled loop  Condition  Condition-controlled loop  Debugging  Physical computing  Excecute |