

TPA Computing Yearly Planner 2023-2024

Year groups	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
	Dates: 4th Sept - 13th Oct (6 weeks)		Dates: 31st Oct - 20th Dec (7.5 weeks)		Dates: 8th Jan - 9th Feb (5 weeks)		Dates: 19th Feb - 28th Mar (6 weeks)		Dates: 15th Apr - 24th May (6 weeks)		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

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](#)

TPA Computing Yearly Planner 2023-2024

<p>Year 4 NCCE</p> <ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• Year 5 NCCE <ul style="list-style-type: none">• 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	<p>Year 6 NCCE</p> <ul style="list-style-type: none">• 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
--	---	--