

# Computing at Townlands

## Scheme of Work Progression – NCCE

|  | Autumn 1                                              | Autumn 2                             | Spring 1                           | Spring 2                                 | Summer 1                                        | Summer 2                                  |
|-----------------------------------------------------------------------------------|-------------------------------------------------------|--------------------------------------|------------------------------------|------------------------------------------|-------------------------------------------------|-------------------------------------------|
| Year 1                                                                            | Computing Systems and Networks – Technology around us | Creating Media – Digital Painting    | Creating Media – Digital Writing   | Data & Information – Grouping Data       | Programming A – Moving a Robot                  | Programming B – Introduction to Animation |
| Year 2                                                                            | Computing Systems and Networks – IT around us         | Creating Media – Digital Photography | Creating Media – Making Music      | Data & Information – Pictograms          | Programming A – Robot Algorithms                | Programming B – Quizzes                   |
| Year 3                                                                            | Computing Systems and Networks – Connecting Computers | Creating Media – Animation           | Creating Media Desktop Publishing  | Data & Information – Branching Databases | Programming A – Sequence in Music               | Programming B – Events & Actions          |
| Year 4                                                                            | Computing Systems and Networks – The Internet         | Creating Media – Audio Editing       | Creating Media – Photo Editing     | Data & Information – Data Logging        | Programming A – Repetition in Shapes            | Programming B – Repetition in Games       |
| Year 5                                                                            | Computing Systems and Networks – Sharing Information  | Creating Media – Vector Drawing      | Creating Media – Video Editing     | Data & Information – Flat-file Databases | Programming A – Selection in Physical Computing | Programming B – Selection in Quizzes      |
| Year 6                                                                            | Computing Systems and Networks – Communication        | Creating Media – 3D Modelling        | Creating Media – Web Page Creation | Data & Information – Spreadsheets        | Programming A – Variables in Games              | Programming B – Sensing                   |