

Computing at St Cuthbert Mayne

Year 2

IT around us

Digital photography

Robot algorithms

Pictograms

Digital music

Programming quizzes

Year 1

Technology around us

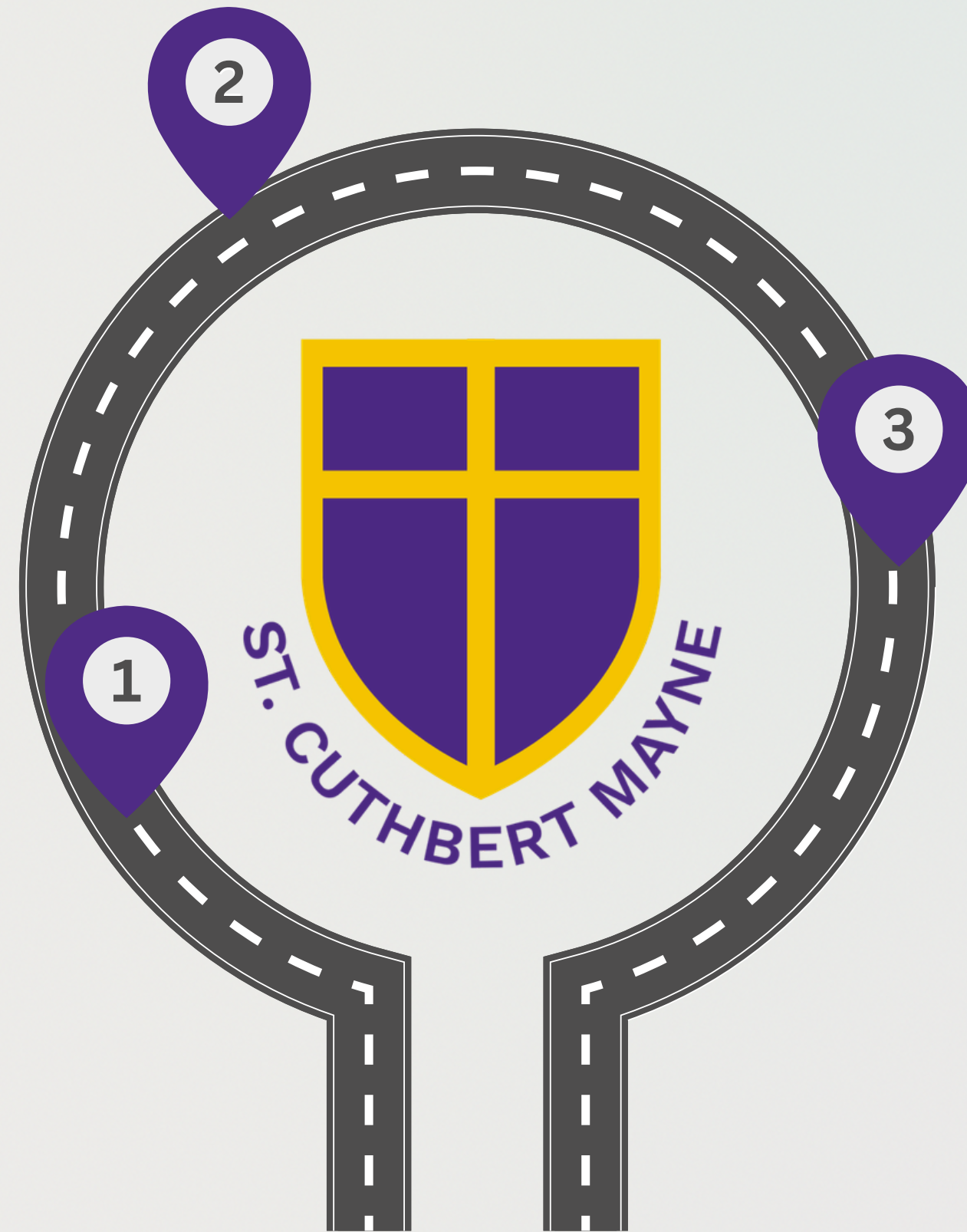
Digital painting

Moving a robot

Grouping data

Digital writing

Programming animations



Year 3

Connecting computers

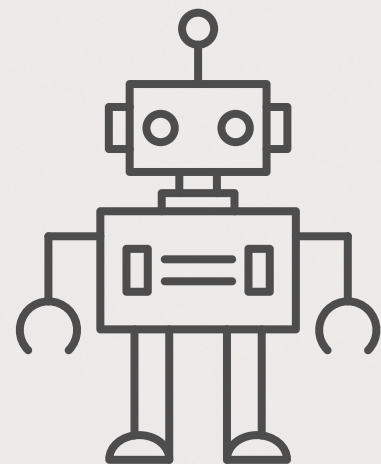
Stop-frame animations

Sequencing sounds

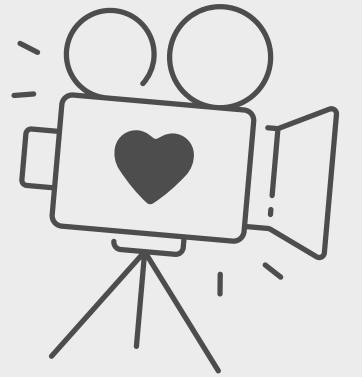
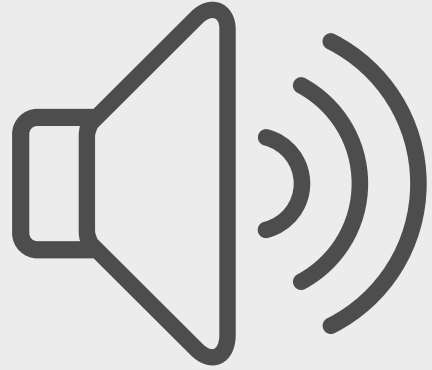
Branching databases

Desktop publishing

Events and actions in programs

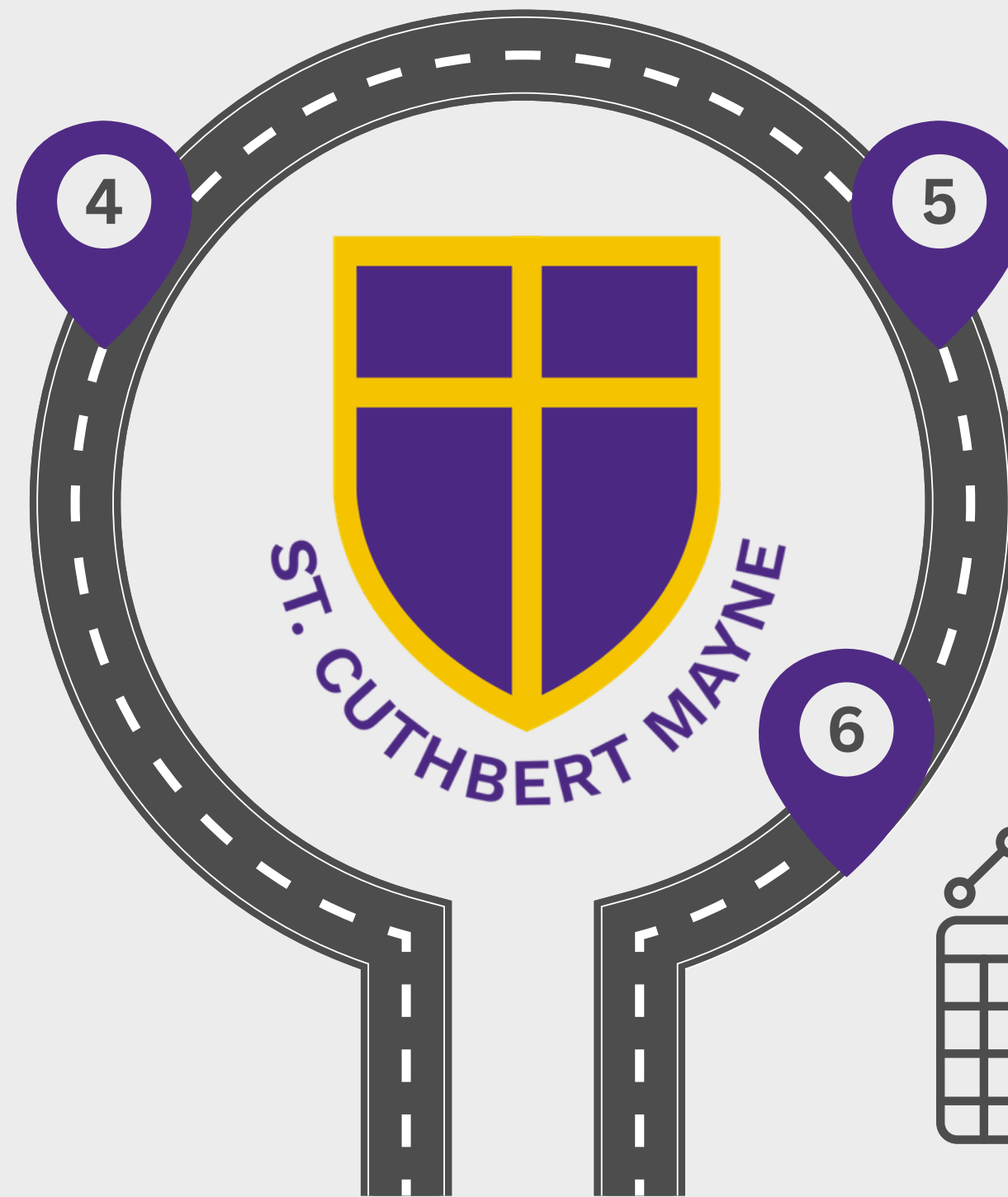


Computing at St Cuthbert Mayne



Year 4

The Internet
Audio production
Repetition in shapes
Data logging
Photo editing
Repetition in games



Year 5

Systems and searching
Video production
Selection in physical computing
Flat-file databases
Introduction to vector graphics
Selection in quizzes



Year 6

Communication + collaboration
Web page creation
Variables in games
Introduction to spreadsheets
3D Modelling
Sensing movement