

	Year 1/2	Year 3/4	Year 5/6
Cycle A	Project Evolve (Yr 1) Digital Writing (Yr 1) Grouping Data (Year 1) Pictograms (Yr 2) Moving a robot (Yr 1) Robot Algorithms (Yr 2)	Project Evolve (Yr 3) Branching Databases (Yr 3) Data Logging (Yr 4) Sequencing Sounds (Yr 3) Repetition in Games (Yr 4) Stop-frame animation (Yr 3)	Project Evolve (Yr 5) Flat File Databases (Yr 5) Spreadsheet (Yr 6) Selection in Physical Computing (Yr 5) Variables in Games (Yr 6) Vector Drawing (Yr 5)
Cycle B	Project Evolve (Yr 2) Technology Around us (Yr 1) IT around us (Yr 2) Digital Photography (Yr 2) Digital Music (Yr 2) Programming Animations (Yr 1)	Project Evolve (Yr 4) Connecting Computers (Yr 3) The Internet (Yr 4) Events and Actions in Programs (Yr 3) Repetition in Shapes (Yr 4) Audio Production (Yr 4)	Project Evolve (Yr 6) Systems and Searching (Yr 5) Communication and Collaboration (Yr 6) Selection in Quizzes (Yr 5) Sensing Movement (Yr 6) Web Page creation (Yr 6)