**LTP Computing – Teach Computing SoW**

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|  | Year 3 | Year 4 | Year 5 | Year 6 |
| Computing Systems and Networks | **Connecting Computer**  *input, output, digital, non-digital, network* | **The internet**  (Yr 3 CSN)  *internet, router, website, web browser, content,* | **Sharing Information**  (Yr 3 & 4 CSN)  *system, process, connection, search engine, algorithm* | **Internet Communication**  (Yr 3, 4 & 5 CSN)  *data, Internet Protocol (IP), bot, web crawler, selection,* |
| Creating Media A | **Stop-frame animation**  *stop-frame animation, sequence, onion skinning, frame, transition* | **Audio Production**  (Yr 3 CMA)  *audio, podcast, layer, import, export* | **Video Production**  (Yr 3 & 4 CMA)  *vector, toolbar, zoom, align, modify* | **Webpage Creation**  (Yr 3, 4 & 5 CMA)  *select, view, duplicate, group, evaluate* |
| Programming A  (PPA) | **Sequencing sound**  *Scratch, program, sprite, blocks, sequence* | **Repetition in shapes**  (Yr 3 PA)  *repeat, count-controlled loop, decompose, procedure* | **Selection in Physical Computing**  (Yr 3 & 4 PA)  *microcontroller, components, condition, selection, action* | **Variables in games**  (Yr 3, 4 & 5 PA)  *variable, value, set, change, evaluate* |
| Data and Information | **Branching databases**  *branching database, database, attribute, value, decision tree* | **Data logging**  (Yr 3 DI)  *data, sensor, analyse, logged, review* | **Flat-file databases**  (Yr 3 & 4 DI)  *database, record, field, value, filter* | **Introduction to spreadsheets**  (Yr 3, 4 & 5 DI)  *cell, cell reference, formula, sigma, results* |
| Creating Media B | **Desktop publishing**  *text, images, font, template, layout* | **Photo editing**  (Yr 3 CMB)  *edit, crop, retouch, background, foreground* | **Vector drawing**  (Yr 3 & 4 CMB)  *vector drawing, resize, select, group, ungroup* | **3D modelling**  (Yr 3, 4 & 5 CMB)  *perspective, handles, placeholder, combine, construct* |
| Programming B  (PPA) | **Events and actions in programs**  *motion, algorithm, logic, test, debug* | **Repetition in games**  (Yr 3 PB)  *code, loop, infinite loop, costume, event block* | **Selection in quizzes**  (Yr 3 & 4 PB)  *outcomes, conditional statement (the linking together of a condition and outcomes), implement, run, outcome* | **Sensing**  (Yr 3, 4 & 5 PB)  *if then else, random, sensing, Micro:bit* |

**Bold** – unit name, brackets () – link to previous unit, *blue* – sticky vocabulary