**LTP Computing – Teach Computing SoW**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | 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