

TPA Computing Yearly Planner
2 year cycle

Year groups	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
	IPC	NCCE/Kapow	IPC	NCCE	IPC	NCCE	IPC	NCCE	IPC	NCCE	IPC	NCCE
Reception	N/A		N/A		N/A		N/A		N/A		N/A	
	Kapow(?) = Computing Systems and Networks 1: Using a computer				Kapow(?) = Programming 1: All about instruction		Kapow(?) = Computer Systems and networks 2: Exploring hardware		Kapow(?) = Programming 2: Programming Bee-Bots		Kapow(?) = Data handling: Introduction to data	
Year 1 and 2 Cycle A	Brainwaves/ From A To B	Creating media - digital painting	From A To B/Super Humans	Programming A - Moving a Robot	Buildings	Network systems	Time Travellers	Programming B - Programming animations	A Day In The Life	Data and information - Grouping data	The Earth: Our Home	Creating media - Digital writing
Year 1 and 2 Cycle B	Brainwaves/ Treasure Islands	creating media - Making music	Treasure Islands	programming A - Robot algorithms	Live And Let Live	Network systems	The Magic Toymaker	Data and information - pictograms	Green Fingers!	Programming B - An introduction to quizzes	People Of The Past	creating media - digital photography
Year 3 and 4 Cycle A	Brainwaves/ Temples, Tombs And Treasures	programming A - Sequencing sounds	Temples, Tombs And Treasures/ Bright Sparks!	Programming B - Events and actions in programs	Shake It!	Network systems	Island Life	data and information - branching databases	Feel The Force!/ Lets Plant It!	creating media - desktop publishing (invite to a country)	All Aboard	creating media - stop-frame animation
Year 3 and 4 Cycle B	Brainwaves/ How Humans Work	creating media - photo editing	How Humans Work// Making Waves!	programming A - repetition in shapes	Land, Sea And Sky	Network systems	Different Places, Similar Lives	Creating media - audio production (sound effects website)	Travel And Tourism	Data and information - data logging	Scavengers And Settlers	programming B - Repetition in games
Year 5 and 6 Cycle A	Brainwaves/ Existing, Endangered, Extinct	creating media - 3D modelling	Existing, Endangered, Extinct/Full Power!	Programming A - Selection in physical computing (Crumbles)	The Great, The Bold And The Brave	Network systems	The Great, The Bold And The Brave/ Roots, Shoots And Fruits	creating media - introduction to vector graphics	Fairgrounds	data and information - flat-file databases	Fairgrounds/ Bake It!	programming B - selection in quizzes
Year 5 and 6 Cycle B	Brainwaves/ Space Scientists	data and information - introduction to spreadsheets	Space Scientists	creating media - web page creation	900ce	Network systems	Earth As An Island	Programming B - Sensing movements (microbits)	The Holiday Show	Programming A - Variables in games	Being Human	creating media - Video editing

Year 1 NCCE

- [1. Computing systems and networks – Technology around us](#)
- [2. Creating media – Digital painting](#)
- [3. Programming A – Moving a robot](#)
- [4. Data and information – Grouping data](#)
- [5. Creating media – Digital writing](#)

Year 2 NCCE

- [Computing systems and networks – IT around us](#)
- [Creating media – Digital photography](#)
- [Creating media – Making music](#)
- [Data and information – Pictograms](#)
- [Programming A – Robot algorithms](#)
- [Programming B – An introduction to quizzes](#)

Year 3 NCCE

- [1. Computing systems and networks – Connecting computers](#)
- [2. Creating media - Stop-frame animation](#)
- [3. Programming A - Sequencing sounds](#)
- [4. Data and information – Branching databases](#)
- [5. Creating media – Desktop publishing](#)

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<ul style="list-style-type: none"> • 6. Programming B - Programming animations 		<ul style="list-style-type: none"> • 6. Programming B - Events and actions in programs
<p>Year 4 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks – The Internet • 2. Creating media - Audio production • 3. Programming A – Repetition in shapes • 4. Data and information – Data logging • 5. Creating media – Photo editing • 6. Programming B – Repetition in games 	<ul style="list-style-type: none"> • Year 5 NCCE • 1. Computing systems and networks - Systems and searching • 3. Programming A – Selection in physical computing • 4. Data and information – Flat-file databases • 5. Creating media – Introduction to vector graphics • 6. Programming B – Selection in quizzes • 5. Creating media – 3D Modelling 	<p>Year 6 NCCE</p> <ul style="list-style-type: none"> • 1. Computing systems and networks - Communication and collaboration • 2. Creating media – Web page creation • 3. Programming A – Variables in games • 4. Data and information - Introduction to Spreadsheets • 2. Creating media - Video production • 6. Programming B - Sensing movement