

## Colby School programme of study computing Starting 2021-2022

	Autumn 1st half	Autumn 2nd half	Spring 1st half	Spring 2nd half	Summer 1st half	Summer 2nd half
Amber Class YEAR A	Technology around us	Digital Painting	Grouping data	Moving a robot	Digital Writing	Programming animations
YEAR B	Technology around us	Digital Painting	Grouping data	Moving a robot	Digital Writing	Programming animations
Sapphire YEAR A	IT around us	Digital Photography	Pictograms	Robot algorithms	Making Music	Introduction to quizzes
YEAR B	Technology around us	Digital Photography	Pictograms	Robot algorithms	Making Music	Introduction to quizzes
Emerald Year A	Connecting computers	Desktop Publishing	Branching databases	Audio editing	Sequence in music	Events in Action
YEAR B	The Internet	Photo Editing	Data logging	Stop Frame Animation	Repetition in shapes	Repetition in games
Ruby Class Year A	Sharing Information	Vector drawing	Repetition in shapes	Repetition in games	<i>Physical Computing (IN CLASS)</i> Data logging	Video editing
YEAR B	The internet	Website Creation	Flat file databases	Stop Frame Animation	Physical Computing	<i>Selection in Games</i>
Amethyst	Communication	3D modelling	Spreadsheets	Selection/Variables in Games	Sensing	Website creation/ Yearbook
IF NOT PURE YEAR 6 PREVIOUS YEAR	Sharing Information	Photo editing OR any unit missed from Creating Media	Spreadsheet OR any unit missed from DATA	Selection/Variables in Games	Sensing	Yearbook/ WEbsite Creation