

## Unit summaries

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 3	<p><b>Connecting computers</b> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p><b>Stop-frame animation</b> Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p><b>Sequencing sounds</b> Creating sequences in a block-based programming language to make music.</p>	<p><b>Branching databases</b> Building and using branching databases to group objects using yes/no questions.</p>	<p><b>Desktop publishing</b> Creating documents by modifying text, images, and page layouts for a specified purpose.</p>	<p><b>Events and actions in programs</b> Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
Year 4	<p><b>The internet</b> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p><b>Audio production</b> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p><b>Repetition in shapes</b> Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	<p><b>Data logging</b> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p><b>Photo editing</b> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	<p><b>Repetition in games</b> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>