

Computing Curriculum Road Map



	T1	T2	T3	T4	T5	T6
Y3 Computing	<i>What is a network?</i>	<i>How do we create stop frame animation?</i>	<i>How are sounds sequenced?</i>	<i>How are branching databases used to answer questions?</i>	<i>What are the benefits of desktop publishing?</i>	<i>Why does the Order of Events and Actions in Programs Matter?</i>
Y4 Computing	<i>What exactly is The Internet?</i>	<i>How is a podcast made?</i>	<i>Programming: How Are Patterns Created using Repetition and Shapes?</i>	<i>How can computers collect data?</i>	<i>Can we always trust digital photos?</i>	<i>How is repetition used in games?</i>
Y5 Computing	<i>How are Searches Influenced?</i>	<i>What processes are involved in making a video?</i>	<i>How can algorithms control devices?</i>	<i>What is a Flat-File Database?</i>	<i>What are Vector Graphics?</i>	<i>How can we use selection in Quizzes?</i>
Y6 Computing	<i>What is effective online communication?</i>	<i>How are web pages created?</i>	<i>How are variables used in games?</i>	<i>How are formulas used in spreadsheets?</i>	<i>How can we design 3D objects on a computer?</i>	<i>How do computers use external devices and sensors?</i>