

	Computing systems and networks	Creating media	Programming A	Data and information	Creating Media	Programming B
1 Monday	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
2 Thursday	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
3 Friday	Connecting computers	Stop frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
4 Tuesday	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
5 Monday	Systems and searching	Vector drawings	Selection in physical computing	Flat file databases	Video production	Selection in quizzes
6 Thursday	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing and movement