



Computing Journey: Year 6

Programming 1: Music Editing

Programming different genres of music by layering sounds in Music Lab



Programming 2: Functions in Scratch

Making longer code more efficient by making and calling functions



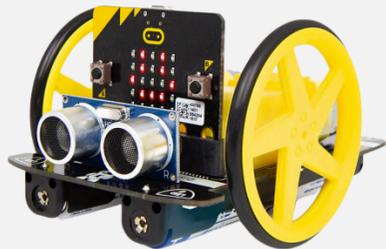
Programming 4: Final Scratch Projects

Combine everything you know in Scratch in some final projects



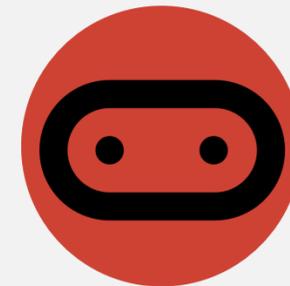
How AI Works

Studying, and exploring through models, how generative AI works. What are its opportunities and its challenges?



Programming 3: Further Micro:bit

More advanced tools with the Micro:bit including radio transmission and controlling a robot



Programming 5: Introduction to Python

First steps in text-based programming

