

# Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	<b>'Awesome Autumn'</b> Role-play with Technology Recording a journey with Beebots		<b>'Springtime'</b> Using Typing Apps (Seesaw, apple notes) Giving Instructions		<b>'Summer Fun'</b> Online Safety Expressive Arts (Seesaw)	
<b>Year 1</b>	<b>Technology all around us.</b> (Computing Systems, Algorithms)	<b>Digital Painting</b> (Effective Use of tools, Creating Media)	<b>Moving a Robot</b> (Algorithms and Programming)	<b>Grouping Data</b> (Data and Information, Algorithms)	<b>Digital Writing</b> (Effective Use of Tools, Creating Media)	<b>Programming Animations</b> (Programming, Design and Development)
<b>Year 2</b>	<b>Information Technology around us</b> (Computing Systems, Networks) <b>Y2 unit</b>	<b>Digital Photography</b> (Creating media, Effective Use of Tools) <b>Year 2 unit</b>	<b>Robot Algorithms</b> (Algorithms and Programming) <b>Year 2 unit</b>	<b>Pictograms</b> (Data and Information, Effective Use of Tools)	<b>Digital Music</b> (Creating media, Design and Development) <b>Year 2 unit</b>	<b>Programming Quizzes</b> (Programming, Design and Development) <b>Year 2 unit</b>
<b>Year 3+4</b>	<b>Connecting Computers</b> (Computing Systems, Networks) <b>Year 3 unit</b>	<b>Stop Frame Animation.</b> (Creating media, Effective Use of Tools) <b>Year 3 unit.</b>	<b>Sequencing sounds.</b> (Programming, Design and Development) <b>Year 3 unit</b>	<b>Branching databases.</b> (Data and Information, Effective Use of Tools) <b>Year 3 unit.</b>	<b>Photo Editing</b> (Effective Use of tools, Creating Media) <b>Year 4 unit</b>	<b>Repetition in games</b> (Programming, Design and Development) <b>Year 4 unit.</b>
<b>Year 5</b>	<b>Sharing Information</b> (Networks, Effective Use of Tools)	<b>Video Production</b> (Creating Media, Design and Development)	<b>Selection in Physical Computing</b> (Programming and Computing Systems)	<b>Flat-file Databases</b> Data and Information, Effective Use of Tools)	<b>Vector drawing</b> (Effective Use of tools, Creating Media)	<b>Selection in Quizzes</b> (Algorithms and Programming)
<b>Year 6</b>	<b>Internet and communication</b> (Networks, Effective Use of Tools)	<b>Webpage creation</b> (creating media, Effective Use of Tools)	<b>Variables in games</b> (Programming, Design and Development)	<b>Introduction to spreadsheets</b> Data and Information, Effective Use of Tools)	<b>3D Modelling</b> (Effective Use of tools, Creating Media)	<b>Sensing</b> (Programming, Computing Systems)