



Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	'Awesome Autumn' Role-play with Technology Recording a journey with Beebots		'Springtime' Using Typing Apps (Seesaw, apple notes) Giving Instructions		'Summer Fun' Online Safety Expressive Arts (Seesaw)	
Year 1	Technology all around us. (Computing Systems, Algorithms)	Digital Painting (Effective Use of tools, Creating Media)	Moving a Robot (Algorithms and Programming)	Grouping Data (Data and Information, Algorithms)	Digital Writing (Effective Use of Tools, Creating Media)	Programming Animations (Programming, Design and Development)
Year 2 & 3	Information Technology around us (Computing Systems, Networks) Y2 unit	Digital Photography (Computing Systems, Effective Use of Tools) Year 2 unit	Robot Algorithms (Algorithms and Programming) Year 2 unit	Making Music (Creating media, Design and Development) Year 2 unit	Desktop Publishing (Effective Use of tools, Creating Media) Year 3 unit	Programming Quizzes (Programming, Design and Development) Year 2 unit
Year 4	The internet (Networks, Safety and Security)	Audio Production (Effective Use of tools, Creating Media)	Repetition in shapes (Algorithms and Programming)	Data Logging Computing systems, Data and information)	Photo Editing (Effective Use of tools, Creating Media)	Repetition in games (Programming, Design and Development)
Year 5	Sharing Information (Networks, Effective Use of Tools)	Video Production (Creating Media, Design and Development)	Selection in Physical Computing (Programming and Computing Systems)	Flat-file Databases Data and Information, Effective Use of Tools)	Vector drawing (Effective Use of tools, Creating Media)	Selection in Quizzes (Algorithms and Programming)
Year 6	Internet and communication (Networks, Effective Use of Tools)	Webpage creation (creating media, Effective Use of Tools)	Variables in games (Programming, Design and Development)	Introduction to spreadsheets Data and Information, Effective Use of Tools)	3D Modelling (Effective Use of tools, Creating Media)	Sensing (Programming, Computing Systems)