Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Year A	Week 5 E-Safety – Self Image and Identity Week 7 Keychain Computing – A Cat Sat on a Mat	Week 2 Keychain Computing Online Safety Week 4 Keychain Computing A cat sat on a mat Sequencing Week 6 Keychain Computing Music Algorithms	Week 2 Keychain Computing Algorithms Week 4 Keychain Computing Algorithms Coding Blocks Week 6 Safer Internet Day 2023	Week 2 Keychain Computing Sorting Week 4 Keychain Computing Patterns Week 6 Online Safety	Week 2 Keychain Computing Sorting and Sequencing Martha Monkey Week 4 Keychain Computing Algorithms Bee's in the Garden Week 6 Online Safety	Week 2 Keychain Computing Handling Data Week 4 Keychain Computing Handling Data Week 6 Online Safety
Year 1 -2 Year A	**Computer systems and Networks** 1. Technology in our classroom 2. Using technology 3. Developing mouse skills 4. Using a keyboard 5. Developing keyboard skills 6. Using a computer responsibly	**Creating media – Digital Painting** 1. How can we paint using computers 2. Using shapes and lines 3. Making careful choices 4. Why did I choose that? 5. Painting all by myself 6. Comparing computer art and painting	**Creating media – Digital Writing** 1. Exploring the keyboard 2. Adding and removing text 3. Exploring the toolbar 4. Making changes to writing 5. Explaining my choices 6. Pencil or keyboard?	**Grouping data** 1. Label and match 2. Group and count 3. Describe and object 4. Making different groups 5. Comparing objects 6. Answering questions	**Programming A** 1. Buttons 2. Directions 3. Forwards and backwards 4. Four directions 5. Getting there 6. Routes	**Programming B** 1. Comparing tools 2. Joining blocks 3. Making a change 4. Adding sprites 5. Project design 6. Following my design
Year 1 – 2 Year B	**Computer systems and Networks** **1.** What is it? **2.** IT at home **3.** IT in the world **4.** How does IT improve our world **5.** Safe use of IT **6.** Using IT responsibly	**Creating media – Digital photography** **1.** Taking photographs **2.** Landscape or portrait **3.** What makes a good photograph **4.** Lighting **5.** Effects **6.** Is it real?	**Creating media – Making Music** **1.** How music makes us feel **2.** Rhythms and patterns **3.** How music can be used **4.** Notes and tempo **5.** Creating digital music **6.** Reviewing and editing music	**Pictograms** **1.** Counting and comparing **2.** Enter the data **3.** Creating pictograms **4.** What is an attribute **5.** Comparing people **6.** Presenting information	**Programming A** **1.** Giving instructions **2.** Same but different **3.** Making predictions **4.** Maps and routes **5.** Algorithm design **6.** Break it down	**Programming B** **1.** Scratch Jr recap **2.** Outcomes **3.** Using a design **4.** Changing a design **5.** Designing and creating a programme **6.** Evaluating
Year 3 – 4 Year A	**Computer Systems and Networks** 1. How does a digital device work? 2. What parts make up a digital device? 3. How do digital devices help us? 4. How am I connected? 5. How are computers connected? 6. What does our school network look like? 7. Assessment	**Creating Media – Animations** 1. Can a picture move? 2. Frame by frame 3. What's the story? 4. Picture perfect 5. Evaluate and make it great! 6. Lights, camera, action! 7. Assessment	**Creating Media – Desktop Publishing** 1. Words and pictures 2. Can you edit it? 3. Great template! 4. Can you add content? 5. Lay it out 6. Why desktop publishing? 7. Assessment	**Branching databases** 1. Yes or no questions 2. Making groups 3. Creating a branching database 4. Structuring a branching database 5. Planning a branching database 6. Making a dinosaur identifier 7. Assessment	**Programming A** 1. Introduction to Scratch 2. Programming sprites 3. Sequences 4. Ordering commands 5. Looking good 6. Making an instrument 7. Assessment	**Programming B** 1. Moving a sprite 2. Maze movement 3. Drawing lines 4. Adding features 5. Debugging movement 6. Making a project
Year 3 – 4 Year B	**Computer systems and Networks** 1. Connecting networks 2. What is the internet made of? 3. Sharing information 4. What is a website? 5. Who owns the web? 6. Can I believe what I read? 7. Assessment	**Creating media – Audio editing** 1. Digital recording 2. Recording sound 3. Creating a podcast 4. Editing digital recordings 5. Combining audio 6. Assessment	**Creating media – photo editing** 1. Changing digital images 2. Changing the composition of image 3. Changing images for different uses 4. Retouching images 5. Fake images 6. Making/evaluating a publication 7. Assessment	**Data logging** 1. Answering questions 2. Data collection 3. Logging 4. Analysing data 5. Data for answers 6. Answering my question **7.** Assessment	**Programming A** 1. Programming a screen turtle 2. Programming letters 3. Patterns and repeat 4. Using loops to create shapes 5. Breaking things down 6. Creating a program **7.** Assessment	**Programming B** 1. Using loops to create shapes 1. Different loops 2. Animate your name 3. Modifying a game 4. Designing a game 5. Creating our games 6. Assessment
Year 5 – 6 Year A	**Computer systems and Networks** 1. Searching the web 2. Selecting results 3. Ranking results 4. How results are influenced 5. How we communicate 6. Communicating responsibly	**3D modelling** 1. What is 3D modelling 2. Making changes 3. Rotation and Position 4. Making holes 5. Planning a model 6. Making a model	**Programming A** 1. Introducing variables 2. Variables in programming 3. Improving a game 4. Designing a game 5. Design to code 6. Improving and sharing	**Web page creation** 1. What makes a good website? 2. Lay out your webpage 3. Copyright or Copywrong 4. How does it look? 5. Follow the breadcrumbs 6. Think before you link	**Spreadsheets** 1. What is a spreadsheet? 2. Modifying spreadsheets 3. What's the formula? 4. Calculate and duplicate 5. Event planning 6. Presenting data	**Programming B** 1. The micro:bit 2. Go with flow 3. Sensing inputs 4. Finding your way 5. Designing a step counter 6. Making a step counter
Year 5 -6 Year B	**Computer systems and Networks** 1. Systems 2. Computer systems and us 3. Transferring information	**Vector Drawing** 1. The drawing tools 2. Create a vector drawing 3. Being effective	**Programming A** 1. Connecting crumbles 2. Combining output devices 3. Controlling with conditions	**Creating Media** 1. What is video? 2. Identifying devices 3. Using a device	**Flat-file databases** 1. Creating a paper-based database 2. Computer database 3. Using a database	**Programming B** 1. Exploring conditions 2. Selecting outcomes 3. Asking questions

	4. Working together 5. Better working together **6.** Shared working	4. Layers and objects 5. Manipulating objects **6.** Get designing	4. Starting with selection 5. Drawing designs **6.** Writing and testing algorithms	4. Features of an effective video 5. Importing and editing video **6.** Video evaluation	4. Using search tools 5. Comparing data visually **6.** Databases in real life	4. Designing a quiz 5. Testing a quiz **6.** Evaluating a quiz