

YEAR	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
	<b>Computing Systems and Networks</b>	<b>Creating Media</b>	<b>Programming A</b>	<b>Data and Information</b>	<b>Creating Media</b>	<b>Programming B</b>
EYFS					Teach Computing – Computing Systems and Networks  Teach Computing – Creating Media – Digital Photography	Programming – Bee Bots  Online Safety – Digi Ducks
1	<u>Technology Around Us</u> Recognising technology in school and using it responsibly  Online Safety – Digi Ducks	<u>Digital Painting</u> Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	<u>Moving a robot</u> Writing short algorithms and programs for floor robots and predicting program outcomes.	<u>Grouping Data</u> Exploring object labels, then using them to sort and group objects by properties.	<u>Digital Writing</u> Using a computer to create and format text, before comparing to writing non-digitally.	<u>Programming Animations</u> Designing and programming the movement of a character on screen to tell stories.
2	<u>IT Around Us</u> Identifying IT and how its responsible use improves our world in school and beyond.	<u>Digital Photography</u> Capturing and changing digital photographs for different purposes.	<u>Robot Algorithms</u> Creating and debugging programs and using logical reasoning to make predictions.	<u>Pictograms</u> Collecting data in tally charts and using attributes to organise and present data on a computer.	<u>Digital Music</u> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<u>Programming quizzes</u> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
3	<u>Connecting Computers</u> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	<u>Stop-Frame Animation</u> Capturing and editing digital still images to produce a stop-frame animation that tells a story.	<u>Sequencing Sounds</u> Creating sequences in a block-based programming language to make music.	<u>Branching Databases</u> Building and using branching databases to group objects using yes/no questions.	<u>Desktop Publishing</u> Creating documents by modifying text, images, and page layouts for a specified purpose.	<u>Events and Actions in Programs</u> Writing algorithms and programs that use a range of events to trigger sequences of actions.
4	<u>The Internet</u> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	<u>Audio Production</u> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	<u>Repetition in shapes</u> Using a text-based programming language to explore count-controlled loops when drawing shapes.	<u>Data Logging</u> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<u>Photo Editing</u> Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	<u>Repetition in games</u> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
5	<u>Systems and Searching</u> Identifying and exploring how information is shared between digital systems.	<u>Video production</u> Planning, capturing, and editing video to produce a short film.	<u>Selection in Physical Computing</u> Exploring conditions and selection using a programmable microcontroller.	<u>Flat-file Databases</u> Using a database to order data and create charts to answer questions.	<u>Introduction to Vector Graphics</u> Creating images in a drawing program by using layers and groups of objects.	<u>Selection in quizzes</u> Exploring selection in programming to design and code an interactive quiz.
6	<u>Communication and collaboration</u> Recognising how the WWW can be used to communicate and be searched to find information.	<u>Web Page Creation</u> Designing and creating web pages, considering copyright, aesthetics, and navigation.	<u>Variables in Games</u> Exploring variables when designing and coding a game.	<u>Introduction to Spreadsheets</u> Answering questions by using spreadsheets to organise and calculate data.	<u>3D Modelling</u> Planning, developing, and evaluating 3D computer models of physical objects.	<u>Sensing Movement</u> Designing and coding a project that captures inputs from a physical device.