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| **Year Group** | **Autumn Term** | **Spring Term** | **Summer Term** |
| **EYFS** | -**E-Safety** (Smartie the Penguin) | -**Using technology in the classroom** | **-Introduction to Coding (bee-bots)** |
| **Year 1**  | **Computing Systems and Networks**-Technology around us **Creating Media**-Digital Painting  | **Programming A**-Moving a Robot**Data and Information** -Grouping Data  | **Creating Media** -Digital Writing**Programming B** -Programming animations  |
| **Year 2** | **Computing Systems and Networks****-**Information technology around us **Creating Media**-Digital Photography  | **Programming A**-Robot algorithms **Data and Information** -Pictograms | **Creating Media**-Making music **Programming B**-Programming quizzes  |
| **Year 3**  | **Computing Systems and Networks**-Connecting Computers**Creating Media** -Stop-frame Animation  | **Programming A** -Sequencing sounds **Data and Information**-Branching Databses | **Creating Media**-Desktop publishing **Programming B** -Events and actions in programs  |
| **Year 4** | **Computing Systems and Networks**-The Internet **Creating Media** -Audio Editing  | **Programming A** -Repetition in shapes **Data and Information** -Data logging  | **Creating Media**-Photo editing **Programming B** -Repetition in games  |
| **Year 5**  | **Computing Systems and Networks**-Sharing information **Creating Media** -Video editing  | **Programming A** -Selection in physical computing **Data and Information**-Flat-file databases  | **Creating Media** -Vector drawing **Programming B** -Selection in quizzes  |
| **Year 6**  | **Computing Systems and Networks**-Internet communication **Creating Media** -Webpage creation | **Programming A**-Variables in games **Data and Information**-Introduction to spreadsheets  | **Creating Media** -3d Modelling **Programming B** -Sensing  |

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| **EYFS** | **Key Stage 1 (1&2)** | **Key Stage 2** |
| -E-safety (Smartie the Penguin)-Taught how to use technology within the classroom e.interactive whiteboard games, class ipads, class cameras, bee-bots-Introduce keyboard mapping  | -Understand what algorithms are; how they are implemented as programs on digital devices; and that problems execute by following precise and unambiguous instructions. -Create and debug simple programs-Use logical reasoning to predict the behaviour of simple programs-Use technology purposefully to create, organise, store, manipulate and retrieve digital content-Recognise common uses of information technology beyond school-Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. | -Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts-Use sequence, selection, and repetition in programs; work with variables and various forms of input and output-Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs-Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration-Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content-Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. **-Use technology safely, respectfully and responsibly, recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns about content and contact** - the effects of social media, how to report, how to seek advice and help.  |