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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. |