

	Autumn	Spring	Summer	<i>Units not explicitly covered - potentially to be picked up through cross curricular links or spare curriculum time at teachers' discretion.</i>
Foundation <i>(SUGGESTED ACTIVITIES: To use Barefoot computing for computational thinking and make reference to Teach Computing Year 1 units [when appropriate] to help develop key skills in preparation for Year 1 i.e Are children Year 1 ready?)</i>	Awesome Autumn An introduction to technology around us (see Y1)	Springtime An introduction to digital painting (see Y1)	Summer Fun An introduction to digital writing (see Y1)	Boats ahoy Busy bodies Winter warmers
Year 1	COMPUTING SYSTEMS AND NETWORKS Technology around us*	PROGRAMMING A Moving a robot	DATA AND INFORMATION Grouping data	<i>Creating media - Digital painting</i> <i>Creating Media - Digital writing</i> <i>Programming B - Introduction to animation</i>
Year 2	COMPUTING SYSTEMS AND	PROGRAMMING B	CREATING MEDIA	<i>Creating media - Making music</i>

	<p>NETWORKS</p> <p>Information technology around us*</p>	<p>Introduction to quizzes</p>	<p>Digital photography</p>	<p><i>Data and information - Pictograms</i></p> <p><i>Programming A - Robot algorithms</i></p>
<p>Lower Key Stage 2 Cycle A (Year 3)</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Connecting Computers</p>	<p>PROGRAMMING A</p> <p>Sequence in music</p>	<p>DATA AND INFORMATION</p> <p>Branching databases</p>	<p><i>Creating media - Animation</i></p> <p><i>Creating media - Desktop publishing</i></p> <p><i>Programming B - Events and actions.</i></p>
<p>Lower Key Stage 2 Cycle B (Year 4)</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>The internet</p>	<p>PROGRAMMING B</p> <p>Repetition in games</p>	<p>CREATING MEDIA</p> <p>Photo editing*</p>	<p><i>Creating media - audio editing</i></p> <p><i>Data and information - data logging</i></p> <p><i>Programming A - Repetition in shapes</i></p>
<p>Upper Key Stage 2 Cycle A (Year 5)</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Sharing information*</p>	<p>PROGRAMMING A</p> <p>Selection in physical computing</p>	<p>DATA AND INFORMATION</p> <p>Flat-file databases</p>	<p><i>Creating media - vector drawing</i></p> <p><i>Creating media - video editing</i></p> <p><i>Programming B - Selection in quizzes</i></p>
<p>Upper Key Stage 2 Cycle B (Year 6)</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Communication*</p>	<p>PROGRAMMING B</p> <p>Sensing</p>	<p>CREATING MEDIA</p> <p>Web page creation*</p>	<p><i>Creating media - 3d modelling</i></p> <p><i>Data and information - spreadsheets</i></p> <p><i>Programming A - Variables in games</i></p>

Whole School	Online safety taught through Education for a Connected World and Jigsaw . Explicit links to Education for a Connected World are also made in units with a *	
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