

<u>KS1</u>	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
EYFS	COMPUTING SYSTEMS AND NETWORKS – Using a computer		Programming A – all about instructions	DATA HANDLING – Introduction to data handling	COMPUTING SYSTEMS AND NETWORKS – Exploring hardware	PROGRAMMING B – Programming 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 – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Digital music	Programming B – programming quizzes

<u>KS2</u>	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing systems and networks – The Internet	Creating media – Audio production	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 – systems and sharing	Creating media – Video production	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 – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – 3D Modelling	Programming B – Sensing movement Using micro:bit for primary to secondary transfer