



Year Group	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Reception				Computing systems Introduction	Programming Bee-bots	Computing systems Word processing
Year 1	Computing systems and networks Technology around us	Creating media Digital painting	Programming Moving a robot	Creating media Digital writing	Data and information Grouping data	Programming Animations – Scratch
Year 2	Computing systems and networks Information technology around us	Creating media Digital photography	Programming Robot algorithms	Creating media Making music	Data and information Pictograms	Programming Quizzes – Scratch
Year 3	Computing systems and networks Connecting computers	Creating media Stop frame animation	Programming Sequencing sounds – Scratch	Creating media Desktop publishing	Data and information Branching databases	Programming Events and actions – Scratch
Year 4	Computing systems and networks The internet	Creating media Audio editing	Programming Repetition in shapes – Turtle academy	Creating media Photo editing	Data and information Data logging	Programming Repetition in shapes – Scratch
Year 5	Computing systems and networks Sharing information	Creating media Vector drawing	Programming Physical computing – Crumble	Creating media Video editing	Data and information Flat file databases	Programming Selection in quizzes – Scratch
Year 6	Computing systems and networks Communication	Creating media 3D Modelling	Programming Physical computing – Micro: Bit	Creating media Web page creation	Data and information Introduction to spreadsheets	Programming Sensing