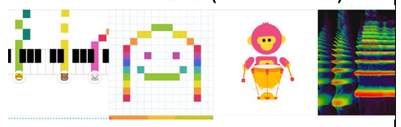
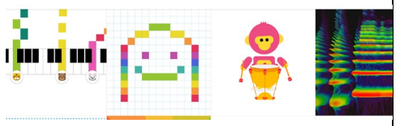
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Computing systems and networks – Technology around us Paintz.app (online) Suite • Recognise common uses of information technology beyond school	E-safety - - Self-image / identity - Online relationships - Online reputation / bullying • 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.	Creating media – Digital painting Microsoft Paint • Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Data and information – Grouping data • Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Programming A – Moving a robot Bee-bots • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs	Programming B – Introduction to animation Scratch Jr • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs use logical reasoning to predict the behaviour of simple programs
2	Computing systems and networks – IT around us • Recognise common uses of information technology beyond school	Creating media – Digital photography • Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Creating media – Making music Chrome Music Lab (save online)  • Use technology purposefully to create, organise, store, manipulate and retrieve digital content	E-safety - - Self-image / identity - Online relationships - Online reputation / bullying • 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.	Programming A – Robot algorithms Bee-bots • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs	Programming B – An introduction to quizzes Scratch Jr • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs use logical reasoning to predict the behaviour of simple programs
3	Computing systems and networks – Connecting computers Microsoft Paint • understand computer networks including the	Creating media – Animation iMotion	Creating media – Desktop publishing Microsoft Publisher	E-safety - - Self-image / identity - Online relationships - Online reputation / bullying • use technology safely, respectfully and responsibly;	Programming A – Sequence in music Scratch ♣ design, write and debug programs that accomplish specific goals, including controlling	Programming B – Events and actions Scratch ♣ design, write and debug programs that accomplish specific goals, including controlling

	internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	• 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	• 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 search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	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	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
4	Basic computer skills – PowerPoint • 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 search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Computing systems and networks – The Internet s Chrome music lab  • 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	E-safety - - Self-image / identity - Online relationships - Online reputation / bullying • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Data and information – Data logging • 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	Programming A – Repetition in shapes FMS Logo ♣ 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	Programming B – Repetition in games Scratch ♣ 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
5	Computing systems and networks – Sharing information • 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	Creating media – Vector drawing Google Drawings • 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	Creating media – Video editing Microsoft Photos • select, use and combine a variety of software (including internet services)	E-safety - - Self-image / identity - Online relationships - Online reputation / bullying • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Programming A – Selection in physical computing Crumble Class Kit ♣ 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	Programming B – Selection in quizzes Scratch ♣ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

	results are selected and ranked, and be discerning in evaluating digital content	collecting, analysing, evaluating and presenting data and information	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 logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	♣ 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
6	Computing systems and networks – Communication PowerPoint/Google Workspace/Scratch • 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	Creating media – 3D Modelling Tinkercad (teacher account, easy student logins) • 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	Creating media – Web page creation Google Sites • 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 search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Data and information – Spreadsheets Microsoft Excel • 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	Programming A – Variables in games Scratch ♣ 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	E-safety - - Self-image / identity - Online relationships - Online reputation / bullying • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.