

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Term 1	Computing systems and networks:						
	Show an understanding of how apps/games that they are able to access work (e.g taking pictures and creating artwork)	Technology around us Recognising technology in school and using it responsibly	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Systems and searching Recognising IT systems around us and how they allow us to search the internet.	Communication and collaboration Identifying and exploring how data is transferred and information is shared online.
		https://paintz.app/	Microsoft Powerpoint	Microsoft Paint/ Paint 3D	Various Websites	Google slide?	Google slides
Autumn Term 2	Creating Media:						
	Using Paint 3D to draw and manipulate work	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	Digital Photography Capturing and changing digital photographs for different purposes	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Video production Planning, capturing, and editing video to produce a short film.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.
		Microsoft Paint	Digital camera	iMotion	Audacity	Microsoft Photos	Google sites
Spring Term 1	Programming A:						
	Daisy dinosaur - introducing making instructions using cards and language. Do outside with paper/card instructions to then move onto app on tablets.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Sequencing sounds Creating sequences in a block-based programming language to make music.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Variables in games Exploring variables when designing and coding a game.
		Bee-bot, blue-bot or other fixed movement floor robot	Bee-bot, blue-bot or other fixed movement floor robot	Scratch	FMSLogo	Crumble controller +starter kit+moto	Scratch
Spring Term 2	Data and Information:						
	Show an understanding and identify everyday	Grouping data Exploring object labels, then using them to sort and	Pictograms Collecting data in tally charts and using attributes to	Branching databases Building and using branching databases to group	Data logging Recognising how and why data is collected over time,	Flat-file databases Using a database to order data and create charts to	Introduction to spreadsheets Answering questions by using

	items that use technology	group objects by properties	organise and present data on a computer.	objects using yes/no questions.	before using data loggers to carry out an investigation.	answer questions.	spreadsheets to organise and calculate data.
	(Purple Mash Unit Technology)	Microsoft Powerpoint	J2data Pictogram	J2data branch and pictogram	Data logger	J2data database	Microsoft Excel
	Creating Media						
Summer Term 1	Record themselves in Flipgrid - EXT: Learn some of the different features and affects in flipgrid	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Vector drawing Creating images in a drawing program by using layers and groups of objects.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.
		Microsoft Word	Chrome Music Lab	Adobe spark?	Microsoft Paint	Google drawings?	Tinkercad
	Programming B						
Summer Term 2	Using Beebots to create directions	Programming animations Designing and programming the movement of a character on screen to tell stories.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.	Repetition in games Using a block-based Programming language to explore count-controlled and infinite loops when creating a game.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.	Sensing Designing and coding a project that captures inputs from a physical device.
		Scratch.jr	Scratch.jr	Scratch	Scratch	Scratch	Micro.bit and Microsoft MakeCode