



Year Group	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1		Computing systems and networks - IT around us How is information technology (IT) being used for good in our lives?	Computing systems and networks: Connecting computers		Computing systems and networks - systems and searching	Computing systems and networks - communication and collaboration
Autumn 2	Computing systems and networks - technology around us Creating media - digital painting (stand alone lesson linked to foundation subject)			Computing systems and networks - the internet		
Spring 1		Programming A - robot algorithms develop learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes.	Programming A: Sequencing sounds		Creating media - introductio to vector graphics	Data and information - flat-file databases
Spring 2	Programming A - moving a robot Data and information - grouping data (stand alone lesson linked to foundation subject)			Programming A - repetition in shapes		
Summer 1		Data and information - pictograms begin to understand what data means and how this can be collected in the form of a tally chart.	Creating media: Desktop publishing		Programming B - selection in quizzes	Programming A - variables in games
Summer 2	Programming B - programming animations Creating media - digital writing (stand alone lesson linked to foundation subject)			Creating media - photo editing		