

Computing

	Autumn 1 Year A	Autumn 1 Year B	Spring 1 Year A	Spring 1 Year B	Summer 1 Year A	Summer 1 Year B
EYFS	Recognising technology		Giving Commands		Inputting commands	
Year 1/2	Computing systems and networks – Technology around us	Programming A – Moving a robot	Creating media – Digital painting	Data and information – Grouping data	Creating media – Digital writing	Programming B - Programming animations
Year 3/4	Computing systems and networks – Connecting computers	Programming A - Sequencing sounds	Creating media - Stop-frame animation	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
Year 5/6	Computing systems and networks - Systems and searching	Programming A Selection in physical computing	Creating media - Video production	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes

Computing

	Autumn 2 Year A	Autumn 2 Year B	Spring 2 Year A	Spring 2 Year B	Summer 2 Year A	Summer 2 Year B
EYFS	Understanding the uses of a computer Programming A – Moving a robot		Make choices about buttons		Safely turning devices on and off.	
Year 1/2	Computing systems and networks – IT around us	Programming A - Sequencing sounds	Creating media – Digital photography	Data and information – Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Year 3/4	Computing systems and networks – The Internet	Programming A – Selection in physical computing	Creating media - Audio production	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5/6	Computing systems and networks - Communication and collaboration	Programming A – Moving a robot	Creating media – Web page creation	Data and information – Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement