

What is a computer (CS)		Programming & Algorithms (CS)		Creating media (Information technology)	Data & information (Information technology)		Cross curricular links
YEAR	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
EYFS	Children recognise and use, the key parts of a computer selecting a digital device to fulfil a specific task. (CS)						
	Follow and Input a short sequence of instructions to control a device. (P&A)						
	They will access content in a range of formats, e.g. image, video, audio and input a short sequence of instructions to control a device. (IT)						
1	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: Introducing Animation	
	Numbots			Typing skills	Typing skills	Typing skills	
2	Computing systems and networks: IT around us	Creating media: digital photography	Data and information: Pictograms	Programming A: Robot Algorithms	Programming B: An introduction to Quizzes	Creating Media: Making Music	
	Typing skills	Typing skills	create pictograms (maths)				
3	Computing systems and networks: Connecting computers	Programming A: Sequences in music	Data and information: Branching data bases	Creating Media: Animation	Creating media: Desktop publishing	Programming B: Events and actions	
	Times tables rock star (Maths)	Times tables rock star (Maths)	Times tables rock star (Maths)	Times tables rock star (Maths)	Times tables rock star (Maths)	Times tables rock star (Maths)	
4	Computing systems and networks: The internet	Programming A: repetition in shapes	Creating media: Photo editing	Programming B: repetition games	Creating media: audio editing	Data information: data logging	
	Times tables (maths)	Times tables (maths) Sound (Science)	Times tables (maths)	Times tables (maths) data gathering (Science)	Times tables (maths)	Times tables (maths)	
5	Computing systems and networks: Collaborative Computing	Creating Media: video editing	Data and information: flat-file databases	Creating media: vector drawing	Programming A: Selection in physical computing	Programming B: selection in Quizzes	
	Road safety (RSHE)	Times tables (maths)			Video editing (science)		
6	Computing systems and networks: Communication	Programming A: Variables of coding	Creating media: 3D Modelling	Data and information: Spreadsheets	Creating media: webpage creation	Programming B: Sensing	
Whole School E safety focus	Acceptable use policy Logging on	Anti-bullying week	Safer internet day				Recap on SMART prior to school holidays