Computing	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5/6
Term 1	Technology Around Us Explore a device to know how it functions and become familiar with a range of input devices. To learn about technology and then use technology to support their learning.	Computing systems and networks – Technology around us	Computing systems and networks – IT around us	Computing systems and networks – Connecting computers	Computing systems and networks – The Internet	Computing systems and networks - Communication and collaboration
Term 2		Creating media – Digital painting	Creating media – Digital photography	Creating media - Stop-frame animation	Creating media - Audio production	Creating media – Web page creation
Term 3	Digital Technology Use technology to record sound and video. To use what they have learnt about media and materials in original ways, thinking about uses and purposes.	Programming A – Moving a robot	Programming A – Robot algorithms	Programming A - Sequencing sounds	Programming A – Repetition in shapes	Programming A – Variables in games
Term 4		Data and information – Grouping data	Data and information – Pictograms	Data and information – Branching databases	Data and information – Data logging	Data and information - Introduction to Spreadsheets
Term 5	Moving a robot Use technology to explore how events are sequenced in a story and give precise instructions verbally.	Creating media – Digital writing	Creating media - Digital music	Creating media – Desktop publishing	Creating media – Photo editing	Creating media – 3D Modelling
Term 6		Programming B - Programming animations	Programming B - Programming quizzes	Programming B - Events and actions in programs	Programming B – Repetition in games	Programming B - Sensing movement
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