

	Autumn term		Spring term		Summer term	
EYFS	Computer Systems & Networks		Programming		Creating Media	Data Handling
	Introduction to Classroom Technology		Instructions	Bee-Bots	Photography	Grouping & Sorting
	How to use Purple Mash and Mathletics. Learn about the main parts of a device. Begin to learn how to log in and out.		Learn to receive and give instructions and understand the importance of precise instruction.	Children learn about directions, experiment with programming. E.g. Bee-Bot/ remote control toy.	Explore different computer hardware and learn to operate a camera.	Sort items using a range of criteria.
	EYFS Online Safety					
Learn how to manage and look after technology in our classroom; watch educational clips demonstrating stranger danger online; focus on what to do if we are not sure of something- ask a trusted adult; learn our 2-digit password for Purple Mash; and develop an awareness about passwords and how these are private and not to be shared.						
Year 1	Computer Systems & Networks (5)		Programming	Programming	Creating Media	Data Handling
	Mouse Skills		Coding	Bee-Bots	Digital Imagery	Grouping & Sorting / Pictograms
	Purple Mash		Purple Mash			Purple Mash
	Learn how to login and navigate around a computer; develop mouse skills; learn how to drag, drop, click and control a cursor.		Follow instructions and create a simple program using code blocks by adding, deleting and moving objects.	Introduce programming through the use of a Bee-Bot and explore its functions.	Take and edit photos, searching for and adding images to a project.	Sort items using a range of criteria. Learn that data can be represented in picture format.
Year 1 Online Safety						
Know what the internet is and how to use it safely		Understand different feelings when using the internet	Understand how to treat others both on-line and in person	Understand the importance about what we post and share online.	Revisit and revise key aspects	Revisit and revise key aspects
Year 2	Computer Systems & Networks		Programming		Creating Media	Data Handling
	How a Computer Works		Coding		Simple Animations	Questioning
	Keyboard & Mouse Skills		Purple Mash			Purple Mash
	Explore what a computer is and develop touch typing skills, learn keyboard shortcuts and hot to use simple editing tools.		Learn about algorithms, collision detection, using a timer and debugging in simple programs		Learn how to create simple animations from storyboarding creative ideas.	Use a range of data handling tools. Use questioning to separate and group information.
Year 2 Online Safety						
Understand what happens to information posted on the internet		Know how to keep things safe and private online.	Understand what to do before sharing information online	Understand when to deny permission	Understand that not everything online is true and learn strategies to check.	Revisit and revise key aspects
Year 3/4	Computing Systems & Networks	Computing Systems & Networks	Computer Systems & Networks		Programming	Programming
	Networks & The Internet	E-mailing	Collaborative Learning		Coding	Computational Thinking
Learn what a network is, and how devices		Send e-mails with attachments	Learn how to work collaboratively and explore a range of collaborative tools		Design, code test and debut an interactive scene using	Solve problems effectively using the four areas of

A	communicate and share information. Learn about the role of computer parts.			flowcharts, timers and 'repeat' commands	abstraction, algorithm, design, decomposition and pattern recognition.	
	Year 3 Online Safety					
	Understand the difference between beliefs, opinions and facts	Understand the effect the internet can have on our emotional well-being	Understand the ways personal information can be shared.	Understand the rules for social media platforms	Revisit and revise key aspects	Revisit and revise key aspects
Year 3/4	Programming Coding Purple Mash	Creating Media Digital Videos	Creating Media Website Design		Data Handling Branching Databases/Graphing Purple Mash	Data Handling Spreadsheets Purple Mash
	Design code, test and debug a playable game to include 'if', 'repeat until', 'if/else' statements, coordinates and variables.	Develop digital video skills to create trailers, with special effects and transitions.	Learn how web pages and sites are created and how to embed media and links.		Use and create branching databases. Enter data and produce graphs.	Learn to format cells, use formulae and create line graphs.
	Year 4 Online Safety					
		Describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy	Describe some of the methods used to encourage people to buy things online	Explain why lots of people sharing the same opinions or beliefs online do not make those opinions or beliefs true	Explain that technology can be designed to act like or impersonate living things	Explain how technology can be a distraction and identify when I might need to limit the amount of time spent using technology
Year 5/6	Computer Systems & Networks Search Engines	Computer Systems & Networks Computer Networks	Programming Micro-bit		Programming Coding Purple Mash	Programming Coding Purple Mash
	Learn about how page rank works and how to identify inaccurate information.	Revise how networks, internet and devices communicate and share information.	Create algorithms and programs that are used in the real world. Use the 'predict, test and evaluate' cycle to create and debug programs with specific aims.		Create a program that represent a physical system. Use decomposition, abstraction and functions. Learn about strings, text variables and concatenation.	Design and make a more complex text based adventure program using functions, flowcharts and control simulations.
	Year 5 Online Safety					
		Understand how apps can access our personal information and how to alter the permissions	Be aware of the positive and negative aspects of online communication	Understand how online information can be used to form judgements	Discover ways to overcome bullying	Understand how technology can affect health and wellbeing
	Programming Introduction to Python	Creating Media Digital Video and Website	Creating Media Animations		Data Handling Databases Purple Mash	Data Handling Data & Spreadsheets Purple Mash

Year 5/6 B	Use loops and nested loops. Decompose a program into an algorithm & modify a program to personalise it.	Design, create and edit a website, using text, images, sound, video and hyperlinks.	Create animations, storyboard ideas and decompose a story into small parts before putting together to create the illusion of a moving image.	Understand different ways of searching a database and create their own database on a chosen topic.	Learn how to store, calculate and present data.	
	Year 6 Online Safety					
	To describe issues online that give us negative feelings and know ways to get help	To think about the impact and consequences of sharing online	To know how to create a positive online reputation	To be able to describe how to capture bullying content as evidence	To manage personal passwords effectively	To be aware of strategies to help be protected online

Spiral curriculum based around the following areas:

Computing Systems & Networks

Identifying hardware and using software, while exploring how computers communicate and connect to one another.

Programming

Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks

Creating Media

Learning how to use various devices — record, capture and edit content such as videos, music, pictures and photographs

Data Handling

Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.

Online Safety

Understanding the benefits and risks of being online — how to remain safe, keep personal information secure and recognising when to seek help in difficult situation.