|  | Content Coverage  Person of Interest & Visit/Visitor | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Computing systems and networks | Creating media | Programming A | Data and information | Creating media | Programming B |
| Nursery | Draw a picture on tizzy | | | | | |
| Reception | Introduction to bee bots | | | | | |
| Year 1 | **Technology around us**  Recognising technology in school and using it responsibly. | **Digital painting**  Choosing appropriate tools in a program to create art, and making comparisons with working non- digitally. | **Moving a robot**  Writing short algorithms and programs for floor robots, and predicting program outcomes. | **Grouping data**  Exploring object labels, then using them to sort and group objects by properties. | **Digital writing**  Using a computer to create and format text, before comparing to writing non-digitally. | **Programming animations**  Designing and programming the movement of a character on screen to tell stories. |
| Year 2 | **Information technology around us**  Identifying IT and how its responsible use improves our world in school and beyond. | **Digital photography**  Capturing and changing digital photographs for different purposes. | **Robot algorithms**  Creating and debugging programs, and using logical reasoning to make predictions. | **Pictograms**  Collecting data in tally charts and using attributes to organise and present data on a computer. | **Digital music**  Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. | **Programming quizzes**  Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. |
| Year 3 | **Connecting computers**  Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks | **Stop-frame animation**  Capturing and editing digital still images to produce a stop frame animation that tells a story | **Sequencing sounds**  Creating sequences in a block-based programming language to make music. | **Branching databases**  Building and using branching databases to group objects using yes/no questions. | **Desktop publishing**  Creating documents and modifying text, images and page layouts for a specific purpose. | **Events and actions in programs**  Writing algorithms and programs that use a range of events to trigger sequences of actions. |
| Year 4 | **The internet**  Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content**.** | **Audio production**  Capturing and editing audio to produce a podcast, ensuring that copyright is considered. | **Repetition in shapes**  Using a text-based programming language to explore count-controlled loops when drawing shapes. | **Data logging**  Recognising how and why data is collected over time, before using data loggers to carry out an investigation | **Photo editing**  Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled. | **Repetition in games**  Using a block-based programming language to explore count-controlled and infinite loops when creating a game. |
| Year 5 | **Systems and searching** Recognising IT systems in the world and how some can enable searching on the internet. | **Video production**  Planning, capturing, and editing video to produce a short film. | **Selection in physical computing**  Exploring conditions and selection using a programmable microcontroller. | **Flat-file databases**  Using a database to order data and create charts to answer questions. | **Introduction to vector graphics**  Creating images in a drawing program by using layers and groups of objects. | **Selection in quizzes**  Exploring selection in programming to design and code an interactive quiz. |
| Year 6 | **Communication and collaboration**  Exploring how data is transferred by working collaboratively online. | **Webpage creation**  Designing and creating webpages, giving consideration to copyright, aesthetics and navigation. | **Variables in games**  Exploring variables when designing and coding a game. | **Introduction to spreadsheets** Answering questions by using spreadsheets to organise and calculate data. | **3D modelling**  Planning, developing, and evaluation 3D computer models of physical objects. | **Sensing movement**  Designing and coding a project that captures inputs from physical devices. |