



Computing

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Opportunities in CP – examples of technology (real/roleplay) e.g. phone, oven, computer etc.	Computing Systems and Networks Technology Around Us	Computing Systems and Networks Information Technology Around Us	Computing Systems and Networks Connecting Computers	Computing Systems and Networks The Internet	Computing Systems and Networks Sharing Information	Computing Systems and Networks Communication
Autumn 2	Opportunities in CP – use of technology to draw pictures and label e.g. screen	Programming Moving a robot	Programming Robot algorithms	Programming Sequence in music	Creating Media Audio editing	Programming Selection in physical computing Links to DT – Mechanisms	Programming Variables in games
Spring 1	Opportunities in CP – use of technology to take pictures e.g. cameras/iPad	Data and Information Grouping data Links to Science -Everyday Materials	Data and Information Pictograms Links to Science -Living Things and their Habitats	Data and Information Branching databases Links to Science -Living Organisms	Data and Information Data logging Links to Science -States of Matter	Creating Media Vector Drawing	Creating Media 3D Modelling
Spring 2	Opportunities in CP – finding the answers to simple questions – yes/no in provision	Creating Media Digital Painting	Creating Media Making Music	Creating Media Animation Links to Science -Plants Geography –mountains and volcanoes	Creating Media Photo editing	Programming Selection in quizzes	Data and Information Spreadsheets
Summer 1	Opportunities in CP – programming Beebots to move	Programming Introduction to animation Links to DT - Moving Pictures	Creating Media Digital Photography Links to Art – Digital Art	Creating Media Desktop publishing Links to Geography – Looking at Europe	Programming Repetition in shape	Data and Information Flat-file database Links to Geography - Climate across the world	Programming Sensing Links to Science -Functions of the human body
Summer 2	Opportunities in CP - programming Beebots to follow a given map	Creating Media Digital writing	Programming Introduction to quizzes	Programming Events and actions	Programming Repetition in games	Creating Media Video editing	Creating Media Web page creating