

Computing 25-26						
	Digital literacy	Information technology	STEM Month/ Online Safety Digital literacy	Computer science	Information technology	Computer science
EYFS	Computer Systems and Networks – Getting to know technology	Information Technology (1) – Digital Painting (mouse/trackpad skills) or Digital Photography	Programming 1 Reserve lesson time for Online safety/ STEM MONTH		Information Technology (2) – Digital Writing (Keyboard skills)	Programming 2
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A- Moving a robot (bee bots) Reserve lesson time for Online safety/ STEM MONTH		Grouping Data	Programming B
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography/ digital music	Programming A Reserve lesson time for Online safety/ STEM MONTH		Data and information – Pictograms	Programming B
Year 3	Computing systems and networks	Creating media - Stop-frame animation	Programming A Reserve lesson time for Online safety/ STEM MONTH		Data and information – Branching databases	Programming B
Year 4	Computing systems and networks – The Internet	Creating media - Audio production	Programming A Reserve lesson time for Online safety/ STEM MONTH		Data and information – Data logging	Programming B
Year 5	Computing systems and networks - systems and searching	Creating media - Introduction to vector graphics	Micro:bit Selection Reserve lesson time for Online safety/ STEM MONTH		3D modelling unit (Y6 unit)	Programming B
Year 6	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A Reserve lesson time for Online safety/ STEM MONTH		Data and information - Introduction to Spreadsheets	Programming B