

Cycle A

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
KS1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B - Programming animations
LKS2	Computing systems and networks – Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B - Events and actions in programs
UKS2	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes

Cycle B

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
KS1	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media - Digital music	Programming B - Programming quizzes
LKS2	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
UKS2	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement

EYFS

Children have opportunities to use technology throughout the year to solve problems and produce creative outcomes. Technology used includes, but is not limited to: use of the interactive whiteboard, access to a number of Apps on the class iPads and moving Bee Bots around the room. These opportunities give pupils a good preparation for the computing curriculum in KS1.