



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