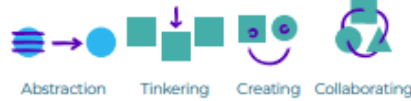
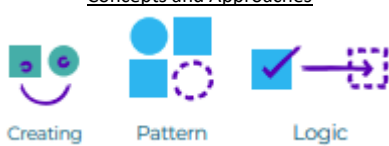
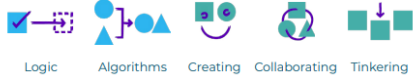
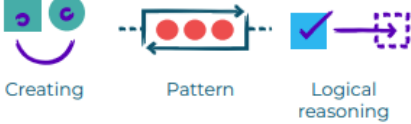


	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery		Awesome Autumn Pumpkin Soup Barefoot Computing <u>Concepts and Approaches</u> 	Winter Warmers Scarves for Snowmen Barefoot Computing <u>Concepts and Approaches</u> 	Springtime Junk Scarecrow Barefoot Computing <u>Concepts and Approaches</u> 	Sizzling Summer Garlands Barefoot Computing <u>Concepts and Approaches</u> 	Summer Fun Journeys <u>Concepts and Approaches</u>  Springtime Rabbit Run <u>Concepts and Approaches</u> 
Reception		Awesome Autumn Pumpkin Soup Barefoot Computing <u>Concepts and Approaches</u> 	Super Space Amazing Aliens / Build a Rocket <u>Concepts and Approaches</u>  	Springtime Seed Sequencing <u>Concepts and Approaches</u> 	Summer Fun Colour Connections <u>Concepts and Approaches</u> 	Summer Seaside Tangrams <u>Concepts and Approaches</u> 
Year 1	Technology Around Us Recognising technology in school and using it responsibly. 	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 Painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally 	Programming Animations Designing and programming the movement of a character on screen to tell stories. 	Digital Writing Using a computer to create and format text, before comparing to writing non-digitally 
Year 2	Information Technology Around Us Identifying IT and how its responsible use improves our world in school and beyond 	Digital Music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. 	Robot Algorithms Creating and debugging programs, and using logical reasoning to make predictions. 	Digital Photography Capturing and changing digital photographs for different purposes. 	Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. 	Pictograms Collecting Data in tally charts and using attributes to organise and present data on a computer. 

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. 	Desktop Publishing Creating documents by modifying text, images, and page layouts for a specified purpose. 	Events & Actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions 	Branching Databases Building and using branching databases to group objects using yes/no questions. 
Year 4	The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. 	Photo Editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. 	Data Logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation. 	Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. 	Audio Production Capturing and editing audio to produce a podcast, ensuring that copyright is considered 	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 	Flat File Database Using a database to order data and create charts to answer questions 	Selection in Physical Computing Exploring conditions and selection using a programmable microcontroller. 	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 & 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 Gaming 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 evaluating 3D computer models of physical objects 	Sensing Movement Designing and coding a project that captures inputs from a physical device. 