

	Digital Literacy (Systems and Networks)	Information Technology (Creating Media)	Computer Science (Programming A)	Data and Information	Computer Science (Programming B)
E-Safety / Digital Citizenship taught throughout the year – Common Sense Education - UK					
Year 1	Technology Around Us 1.1	Digital Painting	Moving a Robot (BeeBots)	Grouping Data	Robot Algorithms (BeeBots – Yr2)
Year 2	Information Technology Around Us 2.1	Digital Photography	Programming Animations (ScratchJr – Yr1)	Pictograms	Programming Quizzes (ScratchJr)
Year 3	Connecting Computers 3.1	Desktop Publishing	Sequencing in Sounds (Scratch)	Data Branching	Events in Action (Scratch)
Year 4	Internet 4.1	Photo Editing	Repetition in Shapes (Scratch)	Data Logging	Repetition in Games (Scratch)
Year 5	Sharing Information 5.1	Video Production	Selection in Quizzes (Scratch)	Flat-file Databases	Sensing Movement (Microbits – Yr6)
Year 6	Communication 6.1	Webpage Creation	Variable in Games (Scratch)	Introduction to Spreadsheets	Selection in Physical Computing (Crumble Kits - Yr5)

Key Stage 1	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer	
	Technology Around Us	Information Technology	Digital Painting	Digital Photography	Moving a Robot	Programming Animations	Grouping Data	Pictograms	Robot Algorithms	Programming Quizzes
	Y1	Y2	Y1	Y2	Y1	Y2	Y1	Y2	Y1	Y2
Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.					✓	✓			✓	✓
Create and debug simple programs.					✓	✓			✓	✓
Use logical reasoning to predict the behaviour of simple programs.					✓	✓			✓	✓
Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	✓	✓	✓	✓			✓	✓		
Recognise common uses of information technology beyond school.	✓	✓		✓						
Use technology safely and respectfully, keeping personal information private, identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	✓	✓		✓			✓	✓		

Key Stage 2 (Years 3 & 4)	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer	
	Connecting Computers	The Internet	Desktop Publishing	Photo editing	Sequencing Sounds	Repetition in Shapes	Branching Databases	Data Logging	Events and actions in programs	Repetition in games
	Y3	Y4	Y3	Y4	Y3	Y4	Y3	Y4	Y3	Y4
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.					✓	✓			✓	✓
Use sequence, selection and repetition in programs; work with variables and various form of input and output.	✓				✓	✓		✓	✓	✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.					✓	✓			✓	✓
Understand computer networks, including the internet, how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.	✓	✓								
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.		✓	✓	✓						
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns about content and contact.		✓	✓	✓			✓			

Key Stage 2 (Years 5 & 6)	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer	
	Systems and Searching	Communication & Collaboration	Video Production	Webpage Creation	Selection in Quizzes	Variables in Games	Flat-file Databases	Introduction to Spreadsheets	Sensing Movements	Selection in Physical Computing
	Y5	Y6	Y5	Y6	Y5	Y6	Y5	Y6	Y5	Y6
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.		✓			✓	✓			✓	✓
Use sequence, selection and repetition in programs; work with variables and various form of input and output.					✓	✓			✓	✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.					✓	✓			✓	✓
Understand computer networks, including the internet, how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.	✓	✓								
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.			✓	✓			✓			
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns about content and contact.	✓		✓	✓		✓				