

	Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	EYFS						
	Year 1	Computing systems & networks: Technology around us (1.1)	Creating media A: Digital painting (1.2)	Programming A: Moving a robot (1.3)	Data & information: Grouping data (1.4)	Creating media B: Digital writing (1.5)	Programming B: Programming animations (1.6)
	Year 2	Computing systems & networks: Information technology around us (2.1)	Creating media A: Digital photography (2.2)	Programming A: Robot algorithms (2.3)	Data & information: Pictograms (2.4)	Creating media B: Making music (2.5)	Programming B: Programming quizzes (2.6)
	Year 3	Computing systems & networks: Connecting computers (3.1)	Creating media A: Stop-frame animation (3.2)	Programming A: Sequencing sounds (3.3)	Data & information: Branching databases (3.4)	Creating media B: Desktop publishing (3.5)	Programming B: Events & actions in programs (3.6)
	Year 4	Computing systems & networks: The internet (4.1)	Creating media A: Audio editing (4.2)	Programming A: Repetition in shapes (4.3)	Data & information: Data logging (4.4)	Creating media B: Photo editing (4.5)	Programming B: Repetition in games (4.6)

	Year 5	Computing systems & networks: Sharing information (5.1)	Creating media A: Video editing (5.2)	Programming A: Selection in physical computing (5.3)	Data & information: Flat-file databases (5.4)	Creating media B: Vector drawing (5.5)	Programming B: Selection in quizzes (5.6)
	Year 6	Computing systems & networks: Internet communication (6.1)	Creating media A: Webpage creation (6.2)	Programming A: Variables in games (6.3)	Data & information: Introduction to spreadsheets (6.4)	Creating media B: 3D modelling (6.5)	Programming B: Sensing (6.6)