

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Computing skills are woven through the Early Years Foundation Stage through continuous provision set up for the children throughout the year. Examples of this include use of the interactive screen to practise letter and number formation or to play games related to areas of learning; Ipads set up for children to access games via QR codes; use of early coding toys such as Code-A-Pillars; children able to take photos or videos with digital devices; observational drawing using digital devices. Children also complete 'unplugged' activities from Barefoot Computing. By the time they leave Reception, children have a firm foundation in digital skills.					
Strand	Basic Skills	Programming	Computing Systems and Networks	Creating Media	Programming	Creating Media
Online safety focus area	Online Reputation	Online Bullying	Managing Online Information	Health, well-being and lifestyle	Privacy and security	Copyright and ownership
Year 1	Typing skills and word processing	Moving a Robot': Short algorithms and programs for Beebots	Technology Around Us': Technology around us at school; how to use responsibly	Digital Painting': Choosing appropriate tools; comparing with non-digital art	Programming Animations': moving characters in Scratch Jr	Digital Writing': Creating and formatting text, comparing to non-digital writing
Year 2	Typing skills and word processing	Robot Algorithms': Creating/debugging programs using 'Doc' robots	Information Around Us': Identify IT, how it can improve our world	Digital Photography': Capturing and changing digital photographs	Programming Quizzes': Creating interactive quizzes in Scratch Jr	Making Music': Using Chrome Music Lab to create musical compositions
Year 3	Typing skills and word processing	Sequencing Sounds': Sound sequences in Scratch	Connecting Computers': Inputs/processes/outputs; networks	Stop-frame Animation': Digital still images to produce a story	Events and Actions in Programs': Using Scratch-maze/pen trail	Desktop Publishing': Modifying text, images, layouts
Year 4	Typing skills and word processing	Repetition in Shapes': Using Logo to explore count controlled loops	The Internet': Understanding network; why we should evaluate online content	Audio Production': Creating podcasts, considering copyright	Repetition in Games': Using Scratch to explore count-controlled infinite loops	Photo Editing': Manipulating digital images, reflecting on impact
Year 5	Typing skills and word processing	Selection in Physical Computing': Using Crumble kits to create fairground rides	Systems and Searching': IT systems around us; using them to search the internet	Video Production': Producing a short film	Selection in Quizzes': Exploring selection to design and code a quiz in Scratch	Vector Drawing': Creating images in Google Drawing using layers and groups of objects
Year 6	Typing skills and word processing	Variables in Games': Designing and coding a game in Scratch	Communication and Collaboration': How data is transferred and shared online	Webpage Creation': Considering copyright, aesthetics and navigation	Sensing': Using Micro:Bits to create a step counter	3D Modelling': Planning, developing, evaluating 3D computer models