

Computing



to make an interactive quiz.

Events and actions

Writing algorithms and

programs that use a range

in programs

Online Safety (Project Evolve)											
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2					
Years 1-6	Online Relationships	Online Bullying Self-image & Identity	Managing Online Information	Online Reputation	Health, Well-Being & Lifestyle	Privacy & Security					
EYFS - Barefoot computing (Online Safety completed within Scarf units)											
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2					
Reception	Barefoot Computing (pattern and tinkering)	Barefoot Computing (decomposition and algorithms)	Barefoot Computing (collaboration)	Barefoot Computing (persevering)	Chromebooks Barefoot Computing (abstraction)	Chromebooks Barefoot Computing (creating)					
Teach Computing KS1 and KS2											
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2					
UNITS	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B					
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	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 writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.					
Year 2	Information technology around us Identifying IT and how its responsible use improves	Digital photography Capturing and changing digital photographs for	Robot algorithms Creating and debugging programs, and using	Pictograms Collecting data in tally charts and using attributes to organise	Digital music Using a computer as a tool to explore rhythms and melodies, before	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code					

logical reasoning to

make predictions.

Sequencing sounds

block-based

programming

Creating sequences in a

language to make music.

and present data on a

Branching databases

branching databases to

Building and using

group objects using

yes/no questions.

computer.

creating a musical

Desktop publishing

Creating documents by

modifying text, images,

and page layouts for a

specified purpose.

composition.

different purposes.

Capturing and editing

digital still images to

produce a stop-frame

Stop-frame

animation

our world in school and

Identifying that digital

processes, and outputs,

devices have inputs,

beyond.

Connecting

computers

Year 3

	and how devices can be connected to make	animation that tells a story.				of events to trigger sequences of actions.
	networks.	,-				
Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
	Recognising the internet	Capturing and editing	Using a text-based	Recognising how and	Manipulating digital	Using a block-based
	as a network of networks	audio to produce a	programming language	why data is collected	images, and reflecting	Programming language to
	including the WWW, and	podcast, ensuring that	to explore count-	over time, before using	on the impact of	explore count-controlled
	why we should evaluate	copyright is considered.	controlled loops when	data loggers to carry out	changes and whether	and infinite loops when
	online content.		drawing shapes.	an investigation.	the required purpose is	creating a game.
					fulfilled.	
Year 5	Systems and searching	Video production	Selection in physical	Flat-file databases	Introduction to vector	Selection in quizzes
	Recognising IT systems in	Planning, capturing, and	computing	Using a database to	graphics	Exploring selection in
	the world and how some	editing video to produce a	Exploring conditions and	order data and create	Creating images in a	programming to design and
	can enable searching on	short film.	selection using a	charts to answer	drawing program by	code an interactive quiz.
	the internet.		programmable	questions.	using layers and groups	
			microcontroller.		of objects.	
Year 6	Communication	Webpage creation	Variables in games	Introduction to	3D modelling	Sensing movement
	and collaboration	Designing and creating	Exploring variables when	spreadsheets	Planning, developing,	Designing and coding a
	Exploring how data is	webpages, giving	designing and coding a	Answering questions by	and evaluating 3D	project that captures inputs
	transferred by working	consideration to	game.	using spreadsheets to	computer models of	from a physical device.
	collaboratively online.	copyright, aesthetics, and		organise and calculate	physical objects.	
		navigation.		data.		