	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Computing Systems and Networks - Hardware	Computing systems and networks - Technology around us.	Computing systems and networks - IT around us.	Computing systems and networks - Connecting computers.	Computing systems and networks - The internet	Computing systems and networks - Systems and searching.	Computing systems and networks - Communication and collaboration.
Autumn 2	E-Safety and Exploration	Creating media - Digital painting	Creating media - Digital photography	Creating media - Stop frame animation	Creating media - Audio production	Creating media - Video production.	Creating media - web page creation.
Spring 1	Programming 1 - Instructions	Programming A - Moving a robot.	Programming A- Robot algorithms	Programming A - Sequencing sounds.	Programming A - Repetition in shapes.	Programming A - selection in physical computing.	Programming A - Variables in games.
Spring 2	Data Handling - Introduction to data	Data and information - Grouping data	Data and information - pictograms	Data and information - branching databases.	Data and information - data logging.	Data and information - flat file databases.	Data and information - Spreadsheets.
Summer 1	Programming 2: Beebots	Creating media - Digital writing	Creating media - digitial music	Creating media - desktop publishing.	Creating media - photo editing.	Creating media - Inroduction to vector graphics.	Creating media - 3D modelling.
Summer 2	Computing Systems and Networks - Using a computer	Programming B - Programming animations.	Programming B - programming quizzes.	Programming B - events and actions in programmes.	Programming B - Repetition in games.	Programming B - selection in quizzes.	Programming B - Sensing movement.