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| **Reception/Year 1** | **Autumn** | **Spring** | | **Summer** |
| **Year A**  (2021/22) | Computing systems and networks – Technology around us | Data and information – Grouping data | | Programming A – Moving a robot |
| **Year B**  (2020/21) | Computing systems and networks – Technology around us (repeat the same as above) | Creating media – Digital painting | Creating media – Digital writing | Programming B – Introduction to animation |

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| **Year 2/3** | **Autumn** | | | **Spring** | | **Summer** | |
| **Year A**  **(Year 2)**  (2021/22) | Computing systems and networks – IT around us | | Creating media – Digital photography | Creating media – Making music | Data and information – Pictograms | Programming A – Robot algorithms | Programming B – An introduction to quizzes |
| **Year B**  **(Year 3)**  (2020/21) | Computing systems and networks – Connecting computers | Creating media – Animation | | Creating media – Desktop publishing | Data and information – Branching databases | Programming A – Sequence in music | Programming B – Events and actions |

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| **Year 4/5/6** | **Autumn** | | **Spring** | | **Summer** | |
| **Year A**  **(Year 4)**  (2022/23) | Computing systems and networks – The Internet | Creating media – Audio editing | Creating media – Photo editing | Data and information – Data logging | Programming A – Repetition in shapes | Programming B – Repetition in games |
| **Year B**  **(Year 5)**  (2020/21) | Computing systems and networks – Sharing information | Creating media – Vector drawing | Creating media – Video editing | Data and information – Flat-file databases | Programming A – Selection in physical computing | Programming B – Selection in quizzes |
| **Year C**  **(Year 6)**  (2021/22) | Computing systems and networks – Communication | Creating media – 3D Modelling | Creating media – Web page creation | Data and information – Spreadsheets | Programming A – Variables in games | Programming B – Sensing |

Link to planning and lessons: <https://teachcomputing.org/curriculum>