

	Autumn		Spring		Summer	
<b>Class 1 Cycle A</b>	Computer Systems & Networks		Programming 1	Computer Systems & Networks	Programming 2	Data Handling
	Computing through continuous provision / Using Seesaw		All about instructions	Exploring Hardware	Programming Bee Bots	Introduction to Data
<b>Class 1 Cycle B</b>	Computer Systems & Networks		Programming 1	Computer Systems & Networks	Programming 2	Data Handling
	Computing through continuous provision / Using Seesaw		All about instructions	Exploring Hardware	Programming Bee Bots	Introduction to Data
<b>Class 2 Cycle 1</b>	Computer Systems & Networks	Programming	Skills Showcase	Computer Systems & Networks	Programming	Computer Systems & Networks
	Improving Mouse Skills (Y1 Unit)	Algorithms Unplugged (Y1 Unit)	Rocket to the Moon (Y1 Unit)	What is a Computer (Y2 Unit)	Algorithms and De-bugging (Y2 Unit)	Word Processing (Y2 Unit)
<b>Class 2 Cycle B</b>	Programming	Creating Media	Data Handling	Programming	Creating Media	Data Handling
	Bee Bots (Y1 Unit)	Digital Imagery (Y1 Unit)	Introduction to data (Y1 Unit)	Scratch Jr (Y2 Unit)	Stop, Motion – using tablets (Y2 Unit)	International space station (Y2 Unit)
<b>Class 3 Cycle A</b>	Computing Systems & Networks	Programming	Creating Media	Creating Media	Programming	Programming
	Emailing (Y3 unit)	Scratch Jnr (Y3 Unit)	Video Trailers (Y3 Unit)	Website design (Y4 Unit)	Further Coding with Scratch (Y4 Unit)	Computational Thinking (Y4 Unit)
<b>Class 3 Cycle B</b>	Computer Systems & Networks	Data Handling	Computer Systems & Networks	Computer Systems & Networks	Data Handling	Skills Showcase
	Networks and the internet (Y3 unit)	Comparison cards databases (Y3 unit)	Journey inside a computer (Y3 Unit)	Collaborative learning (Y4 Unit)	Investigating Weather (Y4 Unit)	HTML (Y4 Unit)
<b>Class 4 Cycle A</b>	Programming	Data Handling	Skills Showcase	Computing Systems and Networks	Computing Systems and Networks	Skills Showcase
	Micro:bit (Y5 Unit)	Mars Rover 1 (Y5 Unit)	Mars Rover 2 (Y5 Unit)	Bletchy Park -history of computers (Y6 Unit)	AI (Y6 Unit)	Inventing a product (Y6 Unit)
<b>Class 4 Cycle B</b>	Programming Music	Creating Media	Computer Systems and Networks	Data Handling	Data Handling	Programming
	Scratch (Y5 Unit)	Stop Motion Animation (Y5 Unit)	Search Engines (Y5 Unit)	Big Data 1 (Y6 Unit)	Big Data 2 (Y6 Unit)	Introduction to Python (Y6 Unit)

**Spiral curriculum based around the following areas:**

**Computing Systems & Networks**

Identifying hardware and using software, while exploring how computers communicate and connect to one another.

**Programming**

Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks

**Creating Media**

Learning how to use various devices — record, capture and edit content such as videos, music, pictures and photographs

**Data Handling**

Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.

**Online Safety**

Understanding the benefits and risks of being online — how to remain safe, keep personal information secure and recognising when to seek help in difficult situation.