

Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Cause and effect toys	Retrieving information from the internet	Introduction to floor robots	Using a simple app - glowdraw	Digital Photography- safe handling	
R	Digital Photography - self portraits	Creating a video	Collecting and analysing data	Digital media - drawing		Moving a floor robot
Y1	Digital Painting	Technology Around Us	Moving A Robot	Grouping Data	Digital Writing	Programming Animations
Y2	Digital Photography	Information Technology Around Us	Robot Algorithms	Pictograms	Making Music	An Introduction To Quizzes
Y3	Stop-Frame Animation	Connecting Computers	Sequence In Music	Branching Databases	Desktop Publishing	Events And Actions
Y4	Photo Editing	The Internet	Repetition In Shapes	Data Logging (Microbits)	Audio Editing	Repetition In Games
Y5	Video Editing	Sharing Information	Selection In Physical Computing	Flat-File Databases	Vector Drawing	Selection In Quizzes
Y6	Web Page Creation	Communication	Variables In Games	Introduction To Spreadsheets	3D Modelling	Sensing

Computing Lesson Required Digital Resources

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Tayasui Sketches app	Notes app on iPads	BlueBot app Bee bots	General classroom objects	Notes app on iPads	ScratchJr
Y2	No specific app or website	No specific app or website	Blue Bot app	J2e.com J2data	Musiclab.com	ScratchJr
Y3	iMotion	No specific app or website	Sequence in music	J2e.com J2data	Canva or another desktop publishing app	ScratchJR
Y4	Paint.net	iPads for the use of Safari (the internet)	LoGGo turtle graphics app/ transum logo	Data Loggers Or micro bits	Garageband app	Scratch
Y5	iMovie	iPads for the use of Safari (the internet)	Numbers app	J2e.com J2data		Scratch
Y6	Google sites (children to have their own google drive logins)	Use of the internet	Scratch	Numbers app	Tinkercard.com (teachers need to sign up)	Micro bits

*EYFS using technology in continuous provision as part of knowledge and understanding of the world: scanning QR codes on ipads to listen to stories, old computer monitors, telephones, keyboards, new toy phones, (reception) can use Sketchbook app or Tayasui Sketches (Y1 curriculum) for art lessons. Children learn how to turn on/off, volume up/down, take a photo on camera app as pre-learning for year 1. Children can also be encouraged to find letters on the keyboard to spell words.

Digital Citizenship Lessons

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1			Know how to be safe and SMART online.			
Y2			Know how to identify cyberbullying and what to do when I see it.			
Y3			Know how to identify online adverts and targeted adverts.			
Y4	Understand how to be a responsible digital citizen.	Create an online safety superhero character.	Know how to identify cyberbullying and what to do when I see it.	Know how to search technologies safely and effectively.	Understand what plagiarism is and identify how to report concerns	Know how to create online profiles safely and keep personal information private.
Y5			Know how to identify spam messages and what to do when I see it.			
Y6			Know how to identify the similarities and differences between bullying and cyberbullying, and identify good strategies to deal with them.			

Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Looping, sequences and events	Audio visual Texts and images	Sequencing Data - pictograms	Tech around us	Music technology	Loops and events
Y2	Physical computing Digital books	Digital photography	Sequencing and debugging	Data handling Digital tech around us	Count controlled loops	Digital art Events and behaviours
Y3	Texts and graphics Sequencing and control	Publishing	Branching databases	Computers and the internet Loops	Audio visual media	Loops and events
Y4	Debugging and events	Animation Advanced texts and graphics	Loops and conditionals	Data logging Online images and photo editing	Vector graphics	Conditionals Microbits
Y5	Sprites and events Game design	Presentations Video editing	Functionals and conditionals	Databases Systems and searches	Conditionals and functions	Microbits Podcasting
Y6	Advanced internet use Sprites and behaviours, events and inputs	Website creation	Inputs and variables	Spreadsheets	3D modelling	Machine learning Microbits