

COMPUTING						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Staying safe online - Be Internet Awesome, being safe online Information Technology - Uses of technology	Computer Science - algorithms and sequences	Information Technology/ Digital literacy - digital painting	Information Technology/ Digital literacy - digital writing	Computer science - debugging and loops	Computer science - creating our 1st program
Year 2	Staying safe online - Be Internet Awesome, trusted adults Computer science - robot algorithms	Information Technology - IT around us	Computer science/ Digital literacy - data and information pictograms	Digital Literacy - creating music	Computer science - programming a quiz	Computer science - creating an animation project
Year 3	Staying safe online - Be Internet Awesome, password security Computer science - debugging and loops	Information technology - creating posters	Information Technology/ Digital Literacy - Branching databases	Information technology - connecting computers	Computer science - coding a rock band	Computer science - events and actions in programs
Year 4	Staying safe online - Be Internet Awesome, personal information Information technology - How the internet works	Computer Science - Loops, nested loops and forever loops	Information Technology - photography	Information Technology - audio production	Computer Science - Events, repetition and actions in games	
Year 5	Staying safe online - Be Internet Awesome, consent	Computer Science - Algorithms and debugging	Information technology/ Digital literacy - systems and searching	Information Technology/ Digital Literacy - video production	Computer Science - selections in quizzes	Computer science - build your own game
Year 6	Staying safe online - Be Internet Awesome, cyber security Information Technology - Communication and Collaboration online	Computer Science - Loops, nested loops and forever loops	Information Technology/ Digital Literacy - Web page creation	Digital literacy - 3D modelling	Computer Science - Variables in games	Computer Science - build your own game