

Technology around us including in role play  
Programming a robot  
Taking photos  
Introduction to a keyboard  
Digital painting

EYFS

Year 1

Computing systems and networks – Technology around us  
Creating media – Digital painting  
Programming A – Moving a Robot  
Data and information – Grouping data  
Creating media – Digital writing  
Programming B – Programming animations

Computing systems and networks – IT around us  
Creating media – Digital photography  
Programming A – Robot algorithms  
Data and information – Pictograms  
Creating media – Digital music  
Programming B – programming quizzes

Year 2

Key Stage 1

Year 3

Computing systems and networks – Connecting computers  
Creating media – Stop-frame animation  
Programming A – Sequencing sounds  
Data and information – Branching databases  
Creating media – Desktop publishing  
Programming B – Events and actions in programs

Lower Key Stage 2

Computing systems and networks – The internet  
Creating media – Audio production  
Programming A – Repetition in shapes  
Data and information – Data logging  
Creating media – Photo editing  
Programming B – Repetition in games

Year 4

Year 5

Computing systems and networks – systems and searching  
Creating media – Video production  
Programming A – Selection in physical computing  
Data and information – Flat-file databases  
Creating media – Introduction to vector graphics  
Programming B – Selection in quizzes

Computing systems and networks – Communication and collaboration  
Creating media – Webpage creation  
Programming A – Variables in games  
Data and information – Introduction to spreadsheets  
Creating media – 3D modelling  
Programming B – Sensing movement  
Using the microbit for primary to secondary transition.

Year 6

Upper Key Stage 2