

CYCLE A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Instructions	Explore hardware	Data handling	E-Safety	Programming	Using a computer
Year 1 / 2	Digital Painting	Pictograms	Digital writing	Programming animations	Technology around us	Robot algorithms
Year 3 / 4	Connecting computers	Desktop publishing	Sequencing sound	Stop frame animation	Branching databases	Events and actions in programming
Year 5 / 6	Sharing information	Flat file databases	Website creating	Selection in physical computing	Vector drawings	Selection in quizzes

CYCLE B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Instructions	Explore hardware	Data handling	E-Safety	Programming	Using a computer
Year 1 / 2	Grouping data	Digital photography	Making music	Moving a robot	Information technology around us	Programming quizzes
Year 3 / 4	Repetition in shapes	The internet	Data logging	Repetition in games	Photo editing	Audio production
Year 5 / 6	Introduction in spreadsheets	Internet communication	Video production	Variables in games	3D modelling	Sensing