



Kingfishers (Y1 & 2)		Golden Eagles (Y3 & 4)		Ospreys (Y5 & 6)	
Year A 2026/27	Year B 2027/28	Year A 2026/27	Year B 2027/28	Year A 2026/27	Year B 2027/28
Internet Safety is taught thoroughly in every session in conjunction with PSHE Curriculum Plan.					
Autumn Term (Terms 1 & 2)					
How to use a Tablet Computing Systems and Networks (Year 2) IT Around Us Creating Media (Year 2) Digital Photography	How to use a Tablet Computing Systems and Networks (Year 1) Technology Around Us Creating Media (Year 1) Digital Writing	Networks and Systems (Year 3) Connecting Computers Creating Media (Year 3) Desktop Publishing	Networks and Systems (Year 4) World Wide Web Creating Media (Year 4) Audio Production	Networks and Systems (Year 5) Computer systems and working collaboratively online. Creating Media (Year 5) Vector Drawing	Networks and Systems (Year 6) How search engines work, how results are ranked, online communication. Creating Media (Year 5) Video Production

Spring Term (Terms 3 & 4)					
Creating Media (Year 1) Digital painting Data and Information (Year 1) Grouping Data	Programming A (Year 1) Moving a Robot Data (Year 2) Pictograms	Programming (first unit - Year 3) Introduction to Scratch Then Programming A Data (Year 3) Branching databases	Programming (first unit - Year 3 remaining lessons) Introduction to Scratch Then Programming B Data (Year 4) Data logging	Programming (Year 5) Selection in physical computing - Crumble Controllers Data (Year 5) Flat file databases	Programming (Year 5) Selection in quizzes Data (Year 6) Spreadsheets
Summer Term (Terms 5 & 6)					
Programming (Year 2) Robot Algorithms Programming (Year 1) Programming animations	Creating Media (Year 2) Digital Music Programming (Year 2) Programming quizzes	Creating media (Year 4) Photo Editing Programming (Year 4) Repetition using logo	Creating Media (Year 3) Stop frame animation Programming (Year 4) Repetition in games	Creating Media (Year 6) 3D modelling	Creating Media (Year 6) Webpage creation Programming (Year 6) Variables in games

