COMPUTING – Cycle A

	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
Theme	**Starry Night**		**Journeys**		**Changes**	
	Digital Literacy	Digital Literacy	Information technology	Computer Science	Computer Science	Computer Science
Year 1	Use technology safely and respectfully. Basics of Online searching	Online messaging Reliability of Websites	Make simple presentations and to use Digital publishing packages	Recognise and learn about used of the internet outside of school.	Recognise and understand what algorithms are – learn to program a floor 'BeeBot' and an online 'BeeBot' to complete a set task and debug instructions.	
Year 2						
Year 3	Use technology safely and respectfully Protecting theirs and others privacy.	Use effective keywords for online searching to provide most helpful and relative information	Working with data – search and graph data.	Pupils to collaborate by blogging working on a shared site.	Recognise and understand graphical programming language such as scratch to draw 2d shapes using loops or procedure to create a repeating pattern. Create an animation using scratch or timing feature on PowerPoint.	
Year 4						
Year 5	Use technology safely and respectfully. Understand what it means to be a good digital citizen.	Explore issues relating to online searching and how to analyse usefulness of results.	Working with data – search, sort and graph information.	Recognise that connected devises can convey a range of information from a text to a video call.	Design, write and debug programs – create a computer game using graphical language on scratch.	
Year 6						

COMPUTING – Cycle B						
	TERM 1	**TERM 2**	**TERM 3**	**TERM 4**	**TERM 5**	**TERM 6**
Theme	**Beneath our Feet**		**Flavour of the World**		**Build it Up.**	
	Digital Literacy	**Digital Literacy**	**Information technology**	**Computer Science**	**Computer Science**	**Computer Science**
Year 1 / **Year 2**	Use technology safely and respectfully. Basics of Online searching	Online Messaging. Explore and Evaluate websites and say why they like them or not.	Create and use a pictogram to display data. Use a digital camera with a microphone for purpose.	Recognise and learn about used of the internet outside of school.	Recognise and understand what algorithms are – learn to program a floor 'BeeBot' and an online 'BeeBot' to complete a set task and debug instructions and learn to program with standard units to navigate increasing complex routes.	
Year 3 / **Year 4**	Use technology safely and respectfully - Develop roles as digital citizens in an online community.	Use effective keywords for online searching to provide most helpful and relative information	Record & edit media to create a short video. Create a brochure using digital software.	Pupils to collaborate by blogging working on a shared site.	Recognise and understand graphical programming language such as scratch to draw 2d shapes using loops or procedure to create a repeating pattern. Create a simple game using graphical language such as scratch.	
Year 5 / **Year 6**	Use technology safely and respectfully - Explore the nature of online audience and permanency of information.	Develop and Evaluating websites information & and advertising by rating the trustworthiness and usefulness of online advertising.	Record and edit a video. Create and edit a stop motion animation.	Pupils to collaborate electronically by blogging on a shared site.	Create a computer game using graphical language such as scratch.	