



Reception Class		
Autumn	Spring	Summer
No Computing	No Computing	E-safety Taught throughout PSHE
Year 1		
Autumn	Spring	Summer
E-safety Lesson 1 – The internet vs the real world. Programming – Moving a Robot Lesson 1: Buttons Lesson 2: Directions Lesson 3: Forwards and backwards Lesson 4: Four Directions Lesson 5: Getting there Lesson 6: Route	Creating Media – Digital Painting Lesson 1: How can we paint using computers? Lesson 2: Using shapes and lines Lesson 3: Making careful choices Lesson 4: Why did I choose that? Lesson 5: Painting all by myself Lesson 6: Comparing computer art and painting	Creating Media – Digital Writing Lesson 1: Exploring the keyboard Lesson 2: Adding and removing text Lesson 3: Exploring the toolbar Lesson 4: Making changed to text Lesson 5: Explaining my choices Lesson 6: Pencil or keyboard
Computing systems and networks – Technology around us Lesson 1 - Technology in our classroom Lesson 2 – Using technology Lesson 3: Developing mouse skills Lesson 4: Using a computer keyboard Lesson 5: Developing keyboard skills Lesson 6: Using a computer responsibly	Data and Information - Grouping Data Lesson 1: Label and match Lesson 2: Group and count Lesson 3: Describe and object Lesson 4: Making different groups Lesson 5: Comparing groups Lesson 6: Answering questions	Programming Animations Lesson 1: Comparing tools Lesson 2: Joining blocks Lesson 3: Make a change Lesson 4: Adding sprites Lesson 5: Project design Lesson 6: Following my design
Year 2		
Autumn	Spring	Summer
E-safety & Personal Information Lesson 1: Staying safe with technology.	Programming a robot algorithm Lesson 1: Giving instructions Lesson 2: Same but different Lesson 3: Making predictions	Creating Music Lesson 1: How music makes us feel?

Lesson 2: What is personal information? AI Lesson 1: Training a computer Lesson 2: Learning from feedback Lesson 3: Fake images Lesson 4: Using data	Lesson 4: Mats and routes Lesson 5: Algorithm design Lesson 6: Break it down	Lesson 2: Rhythms and patterns Lesson 3: How music can be used? Lesson 4: Notes and tempo Lesson 5: Creating digital Lesson 6: Review and editing music
Creating Media – Digital Photography Lesson 1: Taking photographs Lesson 2: Landscape or portrait Lesson 3: What makes a good photograph? Lesson 4: Lighting Lesson 5: Effects Lesson 6: Is it real?	Data and information pictograms Lesson 1: Counting and comparing Lesson 2: Entering data Lesson 3: Creating pictograms Lesson 4: What is an attribute? Lesson 5: Comparing People Lesson 6: Presenting Information	Programming quizzes Lesson 1: Scratch Jr recap Lesson 2: Outcomes Lesson 3: Using a design Lesson 4: Changing a design Lesson 5: Designing and creating a program Lesson 6: Evaluating
Year 3		
Autumn	Spring	Summer
E-safety Personal Information Lesson 1: Keeping it Close Lesson 2: Privacy Blocks AI Lesson 1: Changing how we do things Lesson 2: Training a computer Lesson 3: Generating content Lesson 4: Misleading content	Desktop Publishing Lesson 1: Words and pictures Lesson 2: Can you edit it? Lesson 3: Great template! Lesson 4: Becoming a designer Lesson 5: Lay it out Lesson 6: Why desktop publishing	Branching Databases Lesson 1: Yes or no questions Lesson 2: Making groups Lesson 3: Creating a branching database Lesson 4: Structuring a branching database Lesson 5: Using a branching database Lesson 6: Two ways of presenting information
Stop Frame Animation Lesson 1: Can a picture move? Lesson 2: Frame by frame Lesson 3: What's the story? Lesson 4: Picture perfect Lesson 5: Evaluate and make it great! Lesson 6 Lights, camera, action!	Programming A Sequencing Sounds Lesson 1: Introduction to Scratch Lesson 2: Programming sprites Lesson 3: Sequences Lesson 4: Ordering commands Lesson 5: Looking good Lesson 6: Making an instrument	Programming B Events and Actions Lesson 1: Moving a sprite Lesson 2: Maze movement Lesson 3: Drawing line Lesson 4: Adding features Lesson 5: Debugging movement Lesson 6: Making a project
Year 4		
Autumn	Spring	Summer
E-safety Online Safety	Programming A – Repetition in Shapes	Creating Media – Photo editing

Lesson 1: Online relationships – that Hmmm Feeling Lesson 2: Online Safety: It is never rude to leave AI Lesson 1: Programming with AI Lesson 2: Collecting training Lesson 3: Creating an image identifier	Lesson 1: Programming a screen turtle Lesson 2: Programming letters Lesson 3: Patterns and repeats Lesson 4: Using loops to create shapes Lesson 5: Breaking things down Lesson 6: Creating a program	Lesson 1: Changing digital images Lesson 2: Changing the composition of images Lesson 3: Changing images for different uses Lesson 4: Retouching images Lesson 5: Fake images Lesson 6: Making and evaluating a publication
Creating Media – Audio Editing Lesson 1: Digital Recording Lesson 2: Recording sounds Lesson 3: Creating a podcast Lesson 4: Editing digital recordings Lesson 5: Combining audio Lesson 6: Evaluating podcasts	Flat file databases Lesson 1: Creating a paper -based database Lesson 2: Computer databases Lesson 3: Using a database Lesson 4: Using search tools Lesson 5: Comparing data visually Lesson 6 Databases in real life	Programming B – Repetition in games Lesson 1: Using loops to create shapes Lesson 2: Different loops Lesson 3: Animate your name Lesson 4: Modifying a game Lesson 5: Designing a game Lesson 6: Creating our games
Year 5		
Autumn	Spring	Summer
E-safety Lesson 1: Digital Footprint Cyber Bullying Lesson 1: Protect, Support & Avoid. AI Lesson 1: What is AI? Lesson 2: Machine Learning Lesson 3: Generative AI Lesson 4: Bias, Hallucinations and Ethics Lesson 5: AI for Good!	Programming B – Selection in Quizzes Lesson 1: Exploring Conditions Lesson 2: Selecting outcomes Lesson 3: Asking questions Lesson 4: Planning a quiz Lesson 5: Testing a quiz Lesson 6: Evaluating a quiz	Programming A – Variables in games Lesson 1: Introducing variables Lesson 2: Variables in programming Lesson 3 Improving a game Lesson 4: Becoming a games designer Lesson 5: Design to code Lesson 6: Improving and sharing.
Introduction to Vector Graphics Lesson 1: The drawing tools Lesson 2: Creating images	Creating Media – 3d modelling	Programming B Sensing Movement Lesson 1: The micro:bit Lesson 2: Go with the flow

Lesson 3: Making effective drawings Lesson 4: Layers and objects Lesson 5: Manipulating objects Lesson 6: Becoming a graphic designer	Lesson 1: Introduction to 3d modelling Lesson 2: Modifying 3d Objects Lesson 3: Make your own name badge Lesson 4: Making your own desk tidy Lesson 5: Planning a 3D model Lesson 6: Make your own 3d model	Lesson 3: Sensing inputs Lesson 4: Finding your way Lesson 5: Designing a step counter Lesson 5: Making a step counter
Year 6		
Autumn	Spring	Summer
E-safety Social Media Lesson 1: Social Media Friendships, Privacy and Dangers. Lesson 2: Online Identity Online Shopping Lesson 1: Online Shopping and transactions Lesson 2: Online Banking and Payments Lesson 3: Risks of Online Transactions	Creating Media Making a Website Lesson 1: What makes a good website? Lesson 2: How would you lay out your webpage? Lesson 3 Copyright or CopyWRONG Lesson 4: How does it look? Lesson 5: Follow the breadcrumbs Lesson 6: Think before you link!	Introduction to spreadsheets Lesson 1: Collecting data Lesson 2: Formatting a spreadsheet Lesson 3: What's the formula? Lesson 4: Calculate and duplicate Lesson 5: Event planning Lesson 6: Presenting data
The Internet Lesson 1: Connecting networks Lesson 2: What is the internet made of? Lesson 3: Sharing information Lesson 4: What is a website? Lesson 5: Who owns the web? Lesson 6: Can I believe what I read?		Video Production Lesson 1: What is video? Lesson 2: Filming techniques Lesson 3: Using a storyboard Lesson 4: Planning a video Lesson 5: Importing and editing video Lesson 6: Video evaluation