

|  | Autumn1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer2 |
| --- | --- | --- | --- | --- | --- | --- |
| Nursery | Play with safe equipment such as torches and walkie talkiesUse machines such as the photocopier |
| Reception | Explore a range of materials that enable children to explore cause and effect | Use a range of materials and objects that work in different ways for different purposes | Play with a range of programmable toys | Play with equipment involving ICT, computers, touch screen devices and internet connected toys. | Take photographs and use mobile apps of things that interest them when in the community | Press the button at the pelican crossing or speak into an intercom |
| Year 1 | Technology around us | Creating Media - Digital Writing | Creating Media - Digital Painting | Data and Information - Grouping data | Programming A - Moving a robot | Programming B - Introduction to animation |
| Year 2 | IT around us | Creating Media - Digital Photography | Creating Media - Making Music | Data and Information - Pictograms | Programming A - Robot Algorithms | Programming B - An introduction to Quizzes |
| Year 3 | [Computing systems and networks – Connecting computers](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers) | [Creating media – Animation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation) | [Creating media – Desktop publishing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing) | [Data and information – Branching databases](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases) | [Programming A – Sequence in music](https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music) | [Programming B – Events and actions](https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions) |
| Year 4 | [Computing systems and networks – The Internet](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet) | [Creating media – Audio editing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing) | [Creating media – Photo editing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing) | [Data and information – Data logging](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging) | [Programming A – Repetition in shapes](https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes) | Programming B – repetition in games |
| Year 5 | [Computing systems and networks – Sharing information](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information) | [Creating media – Vector drawing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-drawing) | [Creating media – Video editing](https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing) | [Data and information – Flat-file databases](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases) | [Programming A – Selection in physical computing](https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing) | [Programming B – Selection in quizzes](https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes) |
| Year 6 | [Creating media – Web page creation](https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation) | [Data and information – Spreadsheets](https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets) | [Programming A – Variables in games](https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games) | [Programming B – Sensing](https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing) | [Creating media – 3D Modelling](https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling) | [Computing systems and networks – Communication](https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication) |