

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
 EYFS	Continuous use of provision to develop context and understanding of computing (role play, keyboard and mouse usage and use of online games and materials on IWB)	Continuous use of provision to develop context and understanding of computing (role play, keyboard and mouse usage and use of online games and materials on IWB)	Continuous use of provision to develop context and understanding of computing (role play, keyboard and mouse usage and use of online games and materials on IWB)	Continuous use of provision to develop context and understanding of computing (role play, keyboard and mouse usage and use of online games and materials on IWB)	Continuous use of provision to develop context and understanding of computing (role play, keyboard and mouse usage and use of online games and materials on IWB)	Continuous use of provision to develop context and understanding of computing (role play, keyboard and mouse usage and use of online games and materials on IWB)
Year 1	Evolve online safety (curriculum map creation and subsequent lessons) & Introduction to Computing	Grouping & Sorting	Lego Builders	Animated Story (5 weeks)	Coding (6 weeks)	Spreadsheets (3 weeks)
		Pictograms	Maze Explorers			Technology outside school (2 weeks)
Year 2	Coding	Evolve online safety (curriculum map creation and subsequent lessons)	Questioning	Effective Searching (3 weeks)	Creating Pictures (5 weeks)	Making Music (3 weeks)
		Spreadsheets (4 weeks)				Presenting Ideas (4 weeks)
Year 3	Coding	Evolve online safety (curriculum map creation and subsequent lessons)	Touch Typing	Email (6 weeks)	Branching Databases (4 weeks)	Simulations (3 weeks)
		Spreadsheets				Graphing (3 weeks)
Year 4	Coding	Evolve online safety (curriculum map creation and subsequent lessons)	Spreadsheets	Writing for different audiences TBC (5 weeks)	Logo (4 weeks)	Effective search (3 weeks)
					Animation (3 weeks)	Hardware Investigators
Year 5	Coding	Spreadsheets	Databases	Online Safety	Game Creator (5 weeks)	3D Modelling
Year 6	Coding	Evolve online safety (curriculum map creation and subsequent lessons)	Blogging	Networks	Text Adventures	Quizzing
		Spreadsheets				

Online-safety

At least 2 Project Evolve online safety sessions completed each half-term following the baseline recommendations - see overview for online safety foci. In-depth focus in Y5 after Christmas.

Computer Science	Information Technology	Digital Literacy
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