Computing 2 year rolling programme

Year A = September even years

Year B = September odd years

EYFS	Learning is centred around play-based activities that focus on building children's listening skills, curiosity, creativity and problem solving. Some activities may include: taking a photograph on a tablet; searching for information on the internet; playing games on the interactive whiteboard; using a Beebot; watching a video clip; listening to music. Through these activities children gain an understanding of technology that is around them.	
	Year A	**Year B**
KS1	**Autumn** • Computing systems and networks – Technology around us (Year 1) • Computing systems and networks – IT around us (Year 2) **Spring** • Programming A – Moving a robot (Year 1) • Programming B - Programming animations (Year 1) **Summer** • Programming A – Robot algorithms (Year 2) • Programming B - Programming quizzes (Year 2)	**Autumn** • Creating media – Digital painting (Year 1) • Creating media – Digital writing (Year 1) **Spring** • Creating media – Digital photography (Year 2) • Creating media - Digital music (Year 2) **Summer** • Data and information – Grouping data (Year 1) • Data and information – Pictograms (Year 2)

Year A = September even years
Year B = September odd years

Subject	Year A	Year B
LKS2	**Autumn** Computing systems and networks – Connecting computers (Year 3) Programming A - Sequencing sounds (Year 3) **Spring** Creating media - Audio production – (Year 4) Data and information – Branching databases – (Year 3) **Summer** Creating media – Desktop publishing – (Year 3) Programming A – Repetition in shapes –(Year 4)	**Autumn** Programming B - Events and actions in programs (Year 3) (Scratch) Computing systems and networks – The Internet (Year 4) **Spring** Creating media - Stop-frame animation (Year 3) Data and information – Data logging (Year 4) (Arduino) **Summer** Programming B – Repetition in games (Year 4) (Scratch) Creating media – Photo editing (Year 4)

Subject	Year A	Year B
UKS2	**Autumn** Computing systems and networks - Systems and searching (Year 5) Creating media - Video production (Year 5) **Spring** Creating media – Introduction to vector graphics (Year 5) Data and information – Flat-file databases (Year 5) **Summer** Programming A – Selection in physical computing (Year 5) Programming B – Selection in quizzes (Year 5) (Covered in Code to the Future)	**Autumn** Computing systems and networks - Communication and collaboration (Year 6) Creating media – Web page creation (Year 6) **Spring** Programming A – Variables in games (Year 6) (Covered in Code to the Future) Data and information - Introduction to Spreadsheets (Year 6) **Summer** Creating media – 3D Modelling (Year 6) Programming B - Sensing movement (Year 6)