

Year Group	Term	Focus	Strand (s)	National Curriculum Objective Link(s)
Year 1	Autumn 1	Online Safety Grouping & Sorting	Digital Literacy Information Technology	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Use technology purposefully to create, organise, store, manipulate and retrieve digital content
	Autumn 2	Pictograms Lego Builders	Information Technology Computer Science	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
	Spring 1	Animated Story Books	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
	Spring 2	Coding	Computer Science	Create and debug simple programs. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
	Summer 1	Spreadsheets	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
	Summer 2	Technology Outside School	Digital Literacy	Recognise common uses of information technology beyond school
Year 2	Autumn 1	Coding	Computer Science	Create and debug simple programs. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
	Autumn 2	Online Safety Spreadsheets	Digital Literacy Information Technology	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Use technology purposefully to create, organise, store, manipulate and retrieve digital content
	Spring 1	Questioning	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
	Spring 2	Effective Searching	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
	Summer 1	Creating Pictures	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
	Summer 2	Making Music Presenting Ideas	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Year 3	Autumn 1	Coding	Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output.
	Autumn 2	Online Safety Spreadsheets	Digital Literacy Information Technology	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Spring 1	Touch Typing	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Spring 2	Email	Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
	Summer 1	Branching Databases Simulations	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 2	Graphing	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Year 4	Autumn 1	Coding	Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output.
	Autumn 2	Online Safety	Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
	Spring 1	Spreadsheets	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Spring 2	Writing for different audiences	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 1	Logo Animation	Computer Science Information Technology	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 2	Effective Search Hardware Investigators	Information Technology Computer Science	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
Year 5	Autumn 1	Coding	Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output.
	Autumn 2	Online Safety	Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
	Spring 1	Spreadsheets	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Spring 2	Databases	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 1	Game Creator	Computer Science Information Technology	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 2	3D Modelling Concept Maps	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Year 6	Autumn 1	Coding	Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output.
	Autumn 2	Online Safety	Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
	Spring 1	Spreadsheets	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Spring 2	Databases	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 1	Game Creator	Computer Science Information Technology	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
	Summer 2	3D Modelling	Information Technology	Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.