



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	<ul style="list-style-type: none"> Encourage children to explore how things work and to show resilience in the face of challenge. Recognise that a range of technology is used in places such as homes and schools – learn how to operate role play microwaves, digital camera, IPAD photos and videos, BeeBots and remote-control cars. Select and use technology for particular purposes: <ul style="list-style-type: none"> Searching for information on the Internet Playing learning games on an iPad or Interactive Whiteboard. Listening to music and watching video clips. Using art packages to express ideas. Complete simple learning programmes. 					
Year 1	Creating Media: Digital Painting	Programming A: Moving a Robot	Computer Systems and Networks: Technology Around Us	Data and Information: Grouping Data	Creating Media: Digital Writing	Programming B: Programming Animations
Year 2	Creating Media: Digital Photography	Programming A: Robot Algorithms	Computer Systems and Networks: Information Technology Around Us	Data and Information: Pictograms	Creating Media: Digital Music	Programming B: Programming Quizzes
Year 3	Creating Media: Stop-frame Animation	Programming A: Sequencing Sounds	Computer Systems and Networks: Connecting Computers	Data and Information: Branching Databases	Creating Media: Desktop Publishing	Programming B: Events and Actions in Programs
Year 4	Creating Media: Audio Production	Programming A: Repetition in Shapes	Computer Systems and Networks: The Internet	Data and Information: Data Logging	Creating Media: Photo Editing	Programming B: Repetition in Games
Year 5	Creating Media: Video Production	Programming A: Selection in Physical Computing	Computer Systems and Networks: Systems and Searching	Data and Information: Flat-file Databases	Creating Media: Introduction to Vector Graphics	Programming B: Selection in Quizzes
Year 6	Creating Media: Webpage Creation	Programming A: Variables in Games	Computer Systems and Networks: Communication and Collaboration	Data and Information: Introduction to Spreadsheets	Creating Media: 3D Modelling	Programming B: Sensing Movement