

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Strand	Digital Citizenship	Digital Literacy	Computer Science	Digital Literacy	Information Technology	Digital Literacy
EYFS	Keeping Safe Online	Logging In Mouse and Keyboard Skills	Directional Language Remote Control Toys	Logging In Mouse & Keyboard Skills Using Software for a purpose	Naming parts of a computer Awareness of sharing Personal Info online	Logging In Mouse and Keyboard Skills Following Instructions to compete activities.
Year One	Keeping Safe Online	Logging In Keyboard Skills Simple Data handling	Problem Solving Using Directional Language Using Beebots	Plan and create a simple Algorithm Instructional Algorithm writing	Research Jack Kilby and Robert Noyce	Consolidation Project demonstrating skills taught over the year.
Year Two	Keeping Safe Online Recognising cyber bullying and knowing how to get help.	Logging In Keyboard Skills Introduction to Word processing Creating multimedia. Creating graphs and charts.	Consolidation of Algorithm. Develop directional language Debugging Beebots when things go wrong.	Plan and create a simple Programme. Instructional Programme writing	Research Tim Berners Lee. Understand how computers communicate with each other using the internet.	Consolidation Project demonstrating skills taught over the year
Year Three	Knowing about Digital Footprints. Understanding online identities, trust and information overshare. Developing a healthy balance of online and real life activities.	Logging In Keyboard Skills Introduction to Word processing Creating multimedia. Creating graphs and charts. Branching Databases	Know the difference between an algorithm and a program Plan an algorithm and then create the program Predict the outcome of a simple program Debug a simple program Record algorithms (instructions)	Plan and create a simple Sequence. Create Programme using a sequence, predict the implications of reordering. Debug a sequence Transfer skills between different software	Research Ava Lovelace and Charles Babbage. Understand how search engines work. Understand the importance of a strong password. Save work to specific location.	Consolidation Project demonstrating skills taught over the year
Year Four	Discuss Digital Footprint online vs real life. Respect others and be aware of impact of online behaviour. Discuss positives and negatives of using technology.	Typing Skills Develop Word processing skills Into to spreadsheets and graphs Represent data Animation	Know the difference between an algorithm and a program Plan an algorithm and then create the sequence Predict the outcome of a simple sequence Debug a sequence Transfer skills between different software.	Plan and create a program using a repeat and loop command. Predict the outcome and implications of reordering. Debug when the outcome is not as expected. Transfer skills between different software	Research Hedy Lemarr and Radia Perlman. Understand how search engines work. Find, Save and import image and info from the internet.	Consolidation Project demonstrating skills taught over the year
Year Five	Make responsible choices when sharing online and understand how to help others. Differentiate between different types of bullying. Promote health and wellbeing with regards to using technology	Continue to develop Word processing skills Into to databases and graphing Represent data Use CAD (Computer Aided Design) Website Evaluation	Plan and create a program using a repeat command. Predict the outcome and implications of reordering. Debug when the outcome is not as expected. Transfer skills between different software	Plan and create a program for a quiz using selection Develop an awareness of abstraction when programming Predict the outcome of the program and the implications of reordering the code Debug code when the outcome is not as expected Transfer skills between different software	Research Grace Hopper, Bill Gates and Steve Wozniak Understand how searching works and the 5W's. Know about the internal parts of a computer and how they work.	Consolidation Project demonstrating skills taught over the year. Create something using CAD.
Year Six	Make responsible choices when sharing online Know when and how to get help Critically evaluate and reject inappropriate representations online Be kind and respect others online Protect digital personality Know how to capture evidence of online bullying Common systems that regulate age-related content Promote health and well-being with regards to using technology	Be independent when choosing appropriate software to create content Creating work appropriate to audience Use video editing software	To plan and program using a repeat To plan and program a quiz using selection Predict the outcome of the program and the implications of reordering the code Debug code when the outcome is not as expected To have an awareness of abstraction when programming Transfer skills between different software	Plan and create a program for a quiz using variable To have an awareness of abstraction when programming Predict the outcome implications of reordering the code Debug code when the outcome is not as expected To plan and program a game which includes repeat, selection/conditional and a variable for a younger audience Transfer skills between different software	Research Alan Turing and Elon Musk. Understand how to evaluate a website and the 5 W's Understand copyright and how to cite references Maintaining privacy and updating app permissions What will technology look like in the future	Consolidation Project demonstrating skills taught over the year. Create a short film, time elapse video or create a game.