

	Year 3	Year 4	Year 5	Year 6
Autumn 1	Online Safety & Creating Surveys	Online Safety & Control	Online Safety & Game Development	Online Safety & Project Management
	1. Online safety & computing rules	1. Online safety & computer rules	1. Online safety & computer rules	1. Pros and Cons of the internet
	2. Online safety & computing rules	2. Online safety & computer rules	2. Password security	2. Evaluating the reliability of information
	3. School network, keyboard & mouse skills	3. Online safety & computer rules	3. Password security	3. To describe the parts of the internet
	4. School network, keyboard & mouse skills	4. Sending an email	4. Sending an email with an attachment	4. To select tool to collect data
	5. Planning a survey	5. Developing a game	5. Coding – input & output	5. To input information into a data collection package
	6. Typing and formatting a survey	6. Developing a game	6. Creating a game	6. Checking data for accuracy and plausibility
	7. Formatting a survey	7. Rules for Games/ Revise game linked to feedback	7. Using if and then commands	7. Interpret and present data
Autumn 2	Communication & Writing Comics	Communication & Control Software	Game development & Artists	App planning
	1. Sending an email	1. Protecting myself online/ Emailing	1. Scratch Game- adding a variable	1. The History of Apps
	2. Drawing a bar chart	2. To create a flowchart with one output	2. Evaluating and improving a game	2. To design an app’s functions
	3. Combining text & graphics	3 To create a flowchart with multiple outputs	3. Tessellating patterns- 2 Draw	3. Planning a mobile app
	4. Combining text & graphics	4. To create a flowchart with multiple outputs	4. Tessellating patterns – rectangles, Scratch	4. Persuasion in presentations
	5. Combining text & graphics	5. Control- flowchart with multiple inputs/outputs	5. Tessellating patterns- irregular shapes, scratch	5. Create images for presentation
	6. Combining text & graphics	6. Control- flowchart with multiple inputs/outputs	6. Tessellating patterns- scratch, costume changes and evaluation	6. Completing presentations
	7. Evaluating work	7. Control- Assessment piece	7. Animate a Christmas scene- scratch.	7. Present app designs
Spring 1	Programmers	Spreadsheets	Online Safety & Cryptography	Questionnaires & Market Research
	1. Create algorithm	1. What is a spreadsheet	1. Digital citizen pledge	1. App presentations
	2. Create algorithm	2. Entering Data	2. Emailing attachments	2. Design a questionnaire
	3. Write program (Scratch Jnr)	3. Using formula to calculate	3. Scratch pattern with logo	3. Create a questionnaire
	4. Write program (Scratch Jnr)	4. Using formula with data	4. Scratch patterns with logo- variables	4. Create a questionnaire
	5. Correct mistakes in program	5. Using formula interpreting data	5. Codes and ciphers	5. Charts from questionnaire data
	6. Evaluate animations	6. Using formula analysing data	6. Sending a receiving coded messages	6. Hour of Code
	7. Improve animations	7. Using formula	7. Encryption and emails	7. If time- make app graphics
Spring 2	Presentations and Bug Fixers	Game design	Web Development	Control & Interface Design- App simulations
	1. To plan a presentation	1. Design a healthy living game	1. To recognise HTML	1. Design app screens
	2. Copyright free images	2. Create a healthy living game	2. To design a webpage	2. Design app screens and functions
	3. Produce a presentation	3. Evaluate a healthy living game	3 To program a webpage	3. Design app interface
	4. Transition and Animations	4. Design a toy robot	4. To program a webpage- formatting text	4. Design app interface- hyperlinks

	Year 3	Year 4	Year 5	Year 6
	5. Deliver presentations	5. Program a toy robot	5. To program a webpage- colour and images	5. Design app interface- developing graphics
	6. Bug Fixer- rebuild	6. Program a toy robot	6. To evaluate a webpage	6. Design app interface- graphics and hyperlinks
	7. Bug Fixers- spot and correct problems	7. Program a toy robot- remote control	7. To improve a webpages	7. Complete app simulation
	Publishing Software	Search Engines and Music making	Architecture and Estate Agents	App development
Summer 1	1. Interaction between code	1. Search engine- Indexing	1. Computers and 3d design	1. Digital citizens
	2. Design a poster	2. Search Engines- Ranking	2. Design a house	2. Explore features of the app creator
	3. Create images	3. Isle of tune	3. Develop a 3d design	3. Uploading images to app creator
	4. Improve a design	4. Isle of tune	4. Add detail to a design	4. Animations on app creator
	5. To accurately publish test	5. Photo story	5. Leaflets in publisher	5. Develop apps
	6. Formatting images and borders	6. Photo story- effects	6. Creating graphics for a leaflet	6. Develop apps
	7. Evaluation	7. Photo story evaluation	7. Leaflets and evaluation	7. *Online Sats Revision
	Network Engineering & Problem Solving	MBots- to complete on a rota- 1 class per half term throughout year	Sports day and Commands in a game	App developers and marketing
Summer 2	1. Read & respond to email	1. What are robots and starting the build	1. Sports day leaflets	1. Make improvements to an app
	2. How is the computer room wired?	2. Revising the building process.	2. Sports day leaflets	2. Make improvements to an app
	3. IP addresses	3. Finishing off and testing simple robot.	3. Sports day leaflets	3. Coding an app
	4. Using a command prompt	4. Adding on the extension pack.	4. Write/test/debug algorithms	4. Coding an app
	5. Domain Names	5. Finishing off the new robot.	5. Programming to work a machine	5. Evaluate my app
	6. Control a machine using commands	6. Taking the robot apart.	6. If then commands with a game	6. Market my app- creating video
	7. Hour of Code- pattern making	7* additional time to be spent experimenting with the extension packs, or using the Bluetooth function of the app.	7. Programming to work a machine	7. Market my app-editing video