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Cycle A- Y1, Y3, Y5

Cycle B- Y2, Y4, Y6

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Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Taught through the KS1 topics as part of 'Understanding the World' and 'Technology' - accessed through both topics and							
continuous provision.							
Penguins, Possums	Fire! Fire!	Growth and Green	Family Album	The Great	Robots		
and Pigs	IT - digital research	Fingers	IT/DL - recognise	Outdoors	CS - programmin		
IT - text and images		CS/IT-	common uses of IT	IT - digital research			
		computational	beyond school /				
		thinking	hardware				
ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and							
responsibly.							
The Place Where	Fighting Fit	Explorers	The Farm Shop	Wind in the	Buckets and		
I Live	DL - electronic	CS - computational	IT - data handling	Willows	Spades		
IT - sound /	communication	thinking /		IT - presenting	CS - programmii		
multimedia		programming		information			
ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and							
responsibly.							
There's No Place	Healthy Humans	Rock and Roll!	The Iron Man	What the Romans	How Does You		
Like Home	CS - programming /	IT / DL - digital	CS - programming /	Did For Us	Garden Grow		
IT - movies /	computational thinking	research	hardware	DL / CS -	IT - presentin		
multimedia				communication and	information		
				collaboration /			
				networking			
ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectful							
ESafety: Whenever chi	ldren are engaged in elect	tronic communication, est	ablish and reinforce mes	sages about using technolo	gy safely, respectf		
	Penguins, Possums and Pigs IT - text and images ESafety: Wheneve The Place Where I Live IT - sound / multimedia ESafety: Wheneve There's No Place Like Home IT - movies /	Penguins, Possums and Pigs IT - text and images ESafety: Whenever children are engaged in The Place Where I Live IT - sound / multimedia ESafety: Whenever children are engaged in There's No Place Like Home IT - movies / ESafety: Whenever children are engaged in	Taught through the KS1 topics as part of 'Understanding the continuous continuous Penguins, Possums and Pigs IT - digital research IT - digital research Fingers CS / IT - computational thinking ESafety: Whenever children are engaged in electronic communication respo The Place Where I Live IT - sound / DL - electronic communication thinking / programming ESafety: Whenever children are engaged in electronic communication respo There's No Place Like Home IT - movies / Ealthy Humans CS - programming / computational thinking research	Taught through the KS1 topics as part of 'Understanding the World' and 'Technol continuous provision. Penguins, Possums and Pigs IT - text and images ESafety: Whenever children are engaged in electronic communication, establish and reinforce responsibly. The Place Where I Live IT - sound / multimedia ESafety: Whenever children are engaged in electronic communication, establish and reinforce responsibly. There's No Place Like Home IT - movies / English for Understanding the World' and 'Technol continuous provision. Forwth and Green Family Album IT / DL - recognise common uses of IT beyond school / hardware Family Album IT / DL - recognise common uses of IT beyond school / hardware Explorers CS - computational thinking / programming IT - data handling IT - data handling The Iron Man CS - programming / computational thinking research IT - digital research IT - DL - digital research And CS - programming / hardware	Autumn 1		

Year 4	Sparks Might Fly! CS - programming /	The Great Plague IT - data handling	The Art of Food IT- graphics and	Passport to Europe	Water, Water Everywhere	Hunted CS - computationa		
	hardware	g	images / modelling and simulation	IT - sound / multimedia	IT / DL - digital research	thinking		
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfull and responsibly.							
Year 5	A Kingdom United IT - data handling	Food, Glorious Food! DL / CS - collaboration / networking	Amazon Adventure IT - multimedia	Faster, Higher, Stronger CS - programming	Earthlings IT - modelling	Inventors and Inventions CS - programming computational thinking		
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectful and responsibly.							
Year 6	Survival! IT / DL - digital research	Super Sleuth IT / CS / DL - digital research, communication and collaboration / networking	Heroes and Villains CS - computational thinking	Britten's Got Talent? IT - multimedia	Oh! I Do Like To Be Beside The Seaside CS - programming / computational thinking / hardware			
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfu and responsibly.							