Computing Curriculum

Cycle A- Y1,Y3,Y5

Cycle B- Y2, Y4, Y6

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Taught through the KS1 topics as part of 'Understanding the World' and 'Technology' – accessed through both topics and continuous provision.					
Year 1	**Penguins, Possums and Pigs** IT - text and images	**Fire! Fire!** IT - digital research	**Growth and Green Fingers** CS / IT - computational thinking	**Family Album** IT / DL - recognise common uses of IT beyond school / hardware	**The Great Outdoors** IT - digital research	**Robots** CS - programming
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and responsibly.					
Year 2	**The Place Where I Live** IT - sound / multimedia	**Fighting Fit** DL - electronic communication	**Explorers** CS - computational thinking / programming	**The Farm Shop** IT - data handling	**Wind in the Willows** IT - presenting information	**Buckets and Spades** CS - programming
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely and responsibly.					
Year 3	**There's No Place Like Home** IT - movies / multimedia	**Healthy Humans** CS - programming / computational thinking	**Rock and Roll!** IT / DL - digital research	**The Iron Man** CS - programming / hardware	**What the Romans Did For Us** DL / CS - communication and collaboration / networking	**How Does Your Garden Grow?** IT - presenting information
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully and responsibly.					

Year 4	**Sparks Might Fly!** CS - programming / hardware	**The Great Plague** IT - data handling	**The Art of Food** IT- graphics and images / modelling and simulation	**Passport to Europe** IT - sound / multimedia	**Water, Water Everywhere** IT / DL - digital research	**Hunted** CS - computational thinking
Ongoing	ESafety: Whenever children are engaged in electronic communication, establish and reinforce messages about using technology safely, respectfully 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, respectfully 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, respectfully and responsibly.					