



Year A	Nursery	Reception	Year 1 / 2	Year 3 / 4	Year 5 / 6
Term 1	Instructions Beebots		Digital Writing (Year 1) Microsoft Word	Software navigation (Teams, typing)	Introduction to Spreadsheets (Year 6) Microsoft Excel
Term 2	Awesome Autumn (Barefoot Computing)		Technology Around Us (Year 1) Microsoft Word	Desktop publishing (Year 3) Canva/PowerPoint	Video production (Year 5) Windows Video Editor/Imovie
Term 3	Busy Bodies (Barefoot Computing)		Digital Painting (Year 1) Microsoft Paint	Connecting Computers (Year 3) Microsoft Paint	Systems and searching (Year 5) Internet and Search Engines
Term 4	EY Prompt Cards (Barefoot Computing)		Moving a robot (Year 1) Bee bots	Branching Data Bases (Year 3) J2e data	Flat File Data Bases (Year 5) J2e data
Term 5	Boats Away (Barefoot Computing)		Robot algorithms (Year 2) Bee bots	Events and actions in programs (Year 3) Scratch	Selection in quizzes (Year 5) Scratch
Term 6	Summer Fun (Barefoot Computing)		Grouping Data (Year 1) Microsoft Teams	Repetition in games (Year 4) Scratch	Sensing movement (Year 6) Micro: bits

Computing Systems and Networks

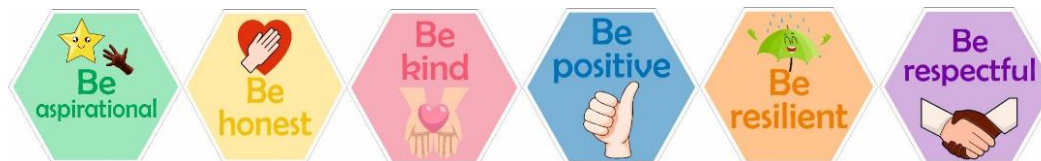
Data and Information

Programming A

Programming B

Creating Media A

Creating Media B



Year B	Nursery	Reception	Year 1 / 2	Year 3 / 4	Year 5 / 6
Term 1	Instructions Beebots		Digital Writing (Year 1) Microsoft Word	Software navigation (Teams, typing)	Vector Graphics (Year 5) Google Drawings/PowerPoint
Term 2	Awesome Autumn (Barefoot Computing)		Programming Animations (Year 1) ScratchJr	Data logging (Year 4) Micro: bits	Communications and Collaboration (Year 6) Digital Devices/PowerPoint/Padlet
Term 3	Busy Bodies (Barefoot Computing)		Programming Quizzes (Year 2) ScratchJr	The internet (Year 4) Digital Devices	Webpage creations (Year 6) Microsoft Sway or PowerPoint
Term 4	EY Prompt Cards (Barefoot Computing)		Digital Photography (Year 2) Tablets/Windows Photo	Photo editing (Year 4) Paint.net	Selection in Physical Computing (Year 5) Crumble/Micro: bits
Term 5	Boats Away (Barefoot Computing)		Pictograms (Year 2) J2e Chart	Sequencing Sounds (Year 3) Scratch	3D modelling (Year 6) TinkerCAD
Term 6	Summer Fun (Barefoot Computing)		Information Technology Around Us (Year 2) Microsoft PowerPoint	Repetition in shapes (Year 4) Turtle Academy	Variables in games (Year 6) Scratch