



Year A 26-27	Foundation Stage	Year 1 / 2	Year 3 / 4	Year 5 / 6
Term 1		Moving a robot (Year 1) Bee bots	Software navigation (Teams, typing)	Introduction to Spreadsheets (Year 6) Microsoft Excel
Term 2		Technology Around Us (Mixed age planning) Microsoft Word	Events and actions in programs (Year 3) Scratch	Selection in quizzes (Year 5) Scratch
Term 3	Busy Bodies (Barefoot Computing)	Robot algorithms (Year 2) Bee bots	Stop - Frame animation (Year 3 - Link to Romans) iMotion/Stop Motion Studio	Systems and searching (Year 5) Internet and Search Engines
Term 4	Boats Away (Barefoot Computing)	Digital Painting (Year 1) Microsoft Paint	Connecting Computers (Mixed age planning) Microsoft Paint	
Term 5	Instructions Beebots	Digital Writing (Year 1) Microsoft Word	Branching Data Bases (Year 3) J2e data	Video production (Year 5) Windows Video Editor/Imovie
Term 6	Summer Fun (Barefoot Computing)		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 27-28	Foundation Stage	Year 1 / 2	Year 3 / 4	Year 5 / 6
Term 1		Digital Photography (Year 2) Tablets/Windows Photo	Software navigation (Teams, typing)	Vector Graphics (Year 5) PowerPoint
Term 2		Programming Animations (Year 1) ScratchJr	Data logging (Year 4) Micro: bits - link to science - sound	Selection in Physical Computing (Year 5) New Micro: bit unit
Term 3	Busy Bodies (Barefoot Computing)	Information Technology Around Us (Mixed age planning) Microsoft PowerPoint	Desktop publishing (Year 3) Canva	Communications and Collaboration (Year 6) Digital Devices/PowerPoint/Padlet
Term 4	Boats Away (Barefoot Computing)	Programming Quizzes (Year 2) ScratchJr	Sequencing Sounds (Year 3) Scratch	
Term 5	Instructions Beebots	Pictograms (Year 2) J2e Chart	The internet (Mixed age planning) Digital Devices	3D modelling (Year 6) TinkerCAD
Term 6	Summer Fun (Barefoot Computing)		Repetition in shape (Year 4) Turtle Academy	Variables in games (Year 6) Scratch