

Computing

	Autumn 1		Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Goldfinches (Most of our computing will be explored through 'Play and learn')	Computing through continuous provision		Computing Systems and Networks 1 'Using a computer'	Programming 1 'All about instructions' Internet safety day	Computing systems and network 'Exploring Hardware'	Programming 2 'Bee-Bots'	Data Handling 'Introduction to data'
Woodpeckers Year A	Internet Safety	Computing systems and networks (Improving mouse skills)	Programming (Algorithms unplugged)	Skills showcase (Rocket to the moon)	Computing systems and networks (What is a computer?)	Programming (Algorithms and debugging)	Computing systems and networks (Word processing)
Woodpeckers Year B	Internet Safety	Programming (Bee-bots)	Creating media (Digital imagery)	Data handling (Introduction to data)	Programming (Scratch Jr)	Creating media (Stop-motion)	Data Handling (International Space Station)
Kingfishers Year A	Internet Safety	Computing systems and networks (Emailing)	Programming (Programming: Scratch)	Creating media (Video trailers)	Creating media (Website design)	Programming (Further coding with Scratch)	Programming (Computational thinking)
Kingfishers Year B	Internet Safety	Computing systems and networks (Networks and the internet)	Data Handling (Comparison cards)	Computing systems and the networks (Journey inside a computer)	Computing systems and the network (Collaborative learning)	Data Handling (Investigating Weather)	Skills showcase (HTML)
Ravens Year A	Internet Safety	Programming (Micro:bit)	Data Handling (Mars Rover 1)	Skills showcase (Mars Rover 2)	Computing systems and networks (Bletchley Park)	Creating Media (History of computers)	Skills showcase (Inventing a product)
Ravens Year B	Internet Safety	Programming (Programming Music)	Creating Media (Stop motion animation)	Computing systems and networks (Search engines)	Data Handling (Big data 1)	Data Handling (Big data 2)	Programming (Introduction to Python)