	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
EYFS	**2simple paint** Uses ICT hardware to interact with age-appropriate computer software. **Photography** They select and use technology for purposes. **Beebots** Completes a simple program on a computer. **Technology use in home and school.** Children recognise that a range of technology is used in places such as homes and schools.		Online Safety Common Sense Media See Online Safety Progression map.		**2simple paint** Uses ICT hardware to interact with age-appropriate computer software. **Photography** They select and use technology for purposes. **Beebots** Completes a simple program on a computer. **Technology use in home and school.** Children recognise that a range of technology is used in places such as homes and schools.	
Y1/2 Cycle A	**Scratch Junior Introduction to animation (NCCE)** understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs	Cross-Curricular Term - Computing Skills	Online Safety Common Sense Media See Online Safety Progression map.	**Microsoft Word Touch Typing Introduction** use technology purposefully to create, organise, store, manipulate and retrieve digital content	**Scratch Junior Introduction to quizzes (NCCE)** understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs	**Microsoft Publisher Introduction** use technology purposefully to create, organise, store, manipulate and retrieve digital content
Y1/2 Cycle B	**Beebots Create simple programs and predictions** understand what algorithms are; how	Cross-Curricular Term - Computing Skills	Online Safety Common Sense Media See Online Safety Progression map.	**Data Handling Pictograms (NCCE)** use technology purposefully to create, organise,	**Photography (NCCE)** use technology purposefully to create, organise, store, manipulate and	**Lego WeDo Create simple programs and predictions** understand what algorithms are; how

	they are implemented as programs on digital devices; and those programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs			store, manipulate and retrieve digital content	retrieve digital content	they are implemented as programs on digital devices; and those programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs
Y3/4 Cycle A	**Drawing Vectors** **Microsoft Publisher** use a variety of software on a range of digital devices to design and create content that accomplish given goals	**Scratch** **Sprint!** **Sequencing** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. use sequence and repetition in programs; use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Online Safety Common Sense Media See Online Safety Progression map.	Cross-Curricular Term - Computing Skills	**Data handling** **Numbers** use a variety of software on a range of digital devices to design and create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Micro-Bits** **Volcano Animation** **Barefoot Wildlife** **Repetition** Write and debug programs that accomplish specific goals, including controlling or simulating physical systems. use sequence and repetition in programs; use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Y3/4 Cycle B	Cross-Curricular Term – Computing Skills	**Lego WeDo Repetition** Write and debug programs that accomplish specific goals, including controlling or simulating physical systems. use sequence and repetition in programs; use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Online Safety Common Sense Media See Online Safety Progression map.	**Stop Frame Animations (NCCE)** use a variety of software on a range of digital devices to design and create content that accomplish given goals	**Microsoft PowerPoint Introduction** Safe research use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content use a variety of software on a range of digital devices to design and create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Micro-Bit Night Safety Nature art (Lessons 3 and 4) Sequence** Write and debug programs that accomplish specific goals, including controlling or simulating physical systems. use sequence and repetition in programs; use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Y5/6 Cycle A	**Micro-Bit Saving Sea Creatures Being Active Selection** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve	Cross-Curricular Term – Computing Skills	Online Safety Common Sense Media See Online Safety Progression map.	**Handling Data Microsoft Excel** Use a variety of software on a range of digital devices to design and create content that accomplish given goals, including collecting, analysing, evaluating and	**Scratch Falling Stars Variables** design, write and debug programs that accomplish specific goals, physical systems; solve problems by decomposing them into smaller parts	**3D Modelling SketchUp** select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems

	problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs			presenting data and information	use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	and content that accomplish given goals
Y5/6 Cycle B	**Scratch** **Selection** **Dodgeball** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with	**Video Editing (NCCE)** use a variety of software on a range of digital devices to design and create content that accomplish given goals	Online Safety Common Sense Media See Online Safety Progression map.	Cross-Curricular Term – Computing Skills	**Keynotes** use a variety of software on a range of digital devices to design and create content that accomplish given goals use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	**Micro-Bit** **Barefoot Litter hunt** **Getting active (1st 3 lessons)** **Variables** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and

	variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs					repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs