

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Mark making	Making a beebot move	Grouping – shape, size and colour	Using a keyboard	Editing work	Digital devices we use in school
Year 1	<p>Teach Computing Technology around us</p> <p>Project Evolve -Managing Online Information -Health and wellbeing</p>	<p>Teach Computing Digital painting</p> <p>Project Evolve -Self Image and Identity -Online reputation</p>	<p>Teach Computing Moving a robot</p> <p>Project Evolve -Privacy and security</p>	<p>Teach Computing Grouping data</p> <p>Project Evolve Copyright and Ownership</p>	<p>Teach Computing Digital writing</p> <p>Project Evolve -Online relationships</p>	<p>Teach Computing Programming animations</p> <p>Project Evolve -Online bullying</p>
Year 2	<p>Teach Computing IT around us</p> <p>Project Evolve Managing Online Information Health and wellbeing</p>	<p>Teach Computing Digital photography</p> <p>Project Evolve -Self Image and Identity -Online reputation</p>	<p>Teach Computing Robot algorithms</p> <p>Project Evolve -Privacy and security</p>	<p>Teach Computing Pictograms</p> <p>Project Evolve Copyright and Ownership</p>	<p>Teach Computing Digital music</p> <p>Project Evolve -Online relationships</p>	<p>Teach Computing Quizzes</p> <p>Project Evolve -Online bullying</p>
Year 3	<p>Teach Computing Connecting computers</p> <p>Project Evolve Managing Online Information Health and wellbeing</p>	<p>Teach Computing Stop frame animation</p> <p>Project Evolve - Self Image and Identity -Online reputation</p>	<p>Teach Computing Sequencing sounds</p> <p>Project Evolve -Privacy and security</p>	<p>Teach Computing Branching databases</p> <p>Project Evolve Copyright and Ownership</p>	<p>Teach Computing Desktop publishing</p> <p>Project Evolve -Online relationships</p>	<p>Teach Computing Events and actions in programs</p> <p>Project Evolve -Online bullying</p>
Year 4	<p>Teach Computing The internet</p> <p>Project Evolve</p>	<p>Teach Computing Audio production</p> <p>Project Evolve</p>	<p>Teach Computing Repetition in shapes</p> <p>Project Evolve</p>	<p>Teach Computing Data logging</p> <p>Project Evolve</p>	<p>Teach Computing Photo editing</p> <p>Project Evolve</p>	<p>Teach Computing Repetition in games</p> <p>Project Evolve</p>

	Managing Online Information Health and wellbeing	- Self Image and Identity -Online reputation	-Privacy and security	Copyright and Ownership	-Online relationships	-Online bullying
Year 4/5	Teach Computing The internet Project Evolve Managing Online Information Health and wellbeing	Teach Computing Audio production Project Evolve - Self Image and Identity -Online reputation	Teach Computing Repetition in shapes Project Evolve -Privacy and security	Teach Computing Data logging Project Evolve Copyright and Ownership	Teach Computing Photo editing Project Evolve -Online relationships	Teach Computing Repetition in games Project Evolve -Online bullying
Year 5	Teach Computing Systems and searching Project Evolve Managing Online Information Health and wellbeing	Teach Computing Video production Project Evolve - Self Image and Identity -Online reputation	Teach Computing Selection in physical computing Project Evolve -Privacy and security	Teach Computing Databases Project Evolve Copyright and Ownership	Teach Computing Vector drawing Project Evolve -Online relationships	Teach Computing Programming Project Evolve -Online bullying
Year 6	Teach Computing Communication and collaboration Project Evolve Managing Online Information Health and wellbeing	Teach Computing Web page creation Project Evolve - Self Image and Identity -Online reputation	Teach Computing Variables Project Evolve -Privacy and security	Teach Computing Spreadsheets Project Evolve Copyright and Ownership	Teach Computing 3D Modelling Project Evolve -Online relationships	Teach Computing Sensing movement Project Evolve -Online bullying