

KDPS Computing	Autumn	Spring	Summer			
R	The EYFS is divided up into Seven Areas of Learning and Development. Computing is not taught as a standalone subject but instead implemented throughout these areas on a daily basis in many different ways.					
	ONGOING:					
Y1	Computing systems and networks Technology around us (1.1)	Creating media Digital painting (1.2)	Programming A Moving a robot (1.3)	Data and information Grouping data (1.4)	Creating media Digital writing (1.5)	Programming B Programming animations (1.6)
	ONGOING: Technology Around Us					
Y2	Computing systems and networks Information technology around us (2.1)	Creating media Digital photography (2.2)	Programming A Robot algorithms (2.3)	Data and information Pictograms (2.4)	Creating media Making music (2.5)	Programming B Programming quizzes (2.6)
	ONGOING: Electronic Devices					
Y3	Computing systems and networks Connecting computers (3.1)	Creating media Stop-frame animation (3.2)	Programming A Sequencing sounds (3.3)	Data and information Branching databases (3.4)	Creating media Desktop publishing (3.5)	Programming B Events and actions in programs (3.6)
	ONGOING: Computer Skills					
Y4	Computing systems and networks The internet (4.1)	Creating media Audio editing (4.2)	Programming A Repetition in shapes (4.3)	Data and information Data logging (4.4)	Creating media Photo editing (4.5)	Programming B Repetition in games (4.6)
	ONGOING: Media Skills					
Y5	Computing systems and networks Sharing information (5.1)	Creating media Video editing (5.2)	Programming A Selection in physical computing (5.3)	Data and information Flat-file databases (5.4)	Creating media Vector drawing (5.5)	Programming B Selection in quizzes (5.6)
	ONGOING: Coding					
Y6	Computing systems and networks Internet communication (6.1)	Creating media Webpage creation (6.2)	Programming A Variables in games (6.3)	Data and information Introduction to spreadsheets (6.4)	Creating media 3D modelling (6.5)	Programming B Sensing (6.6)
	ONGOING: Keeping Safe Online					