

Reception, Year 1 and 2 (Acorn & Blackbirds)

Autumn	Spring	Summer
<p style="text-align: center;">E-Safety and EYFS E-Safety</p> <p>Throughout the year this will be taught at the start of Computing lessons, in assemblies and within PSHE.</p>		
<p>Mouse and Keyboard Skills Text and Images</p>	<p>Comic Creation Year 1: Digital Art</p>	<p>Introduce Programming (5 hours)</p>
<p>Mouse and Keyboard Skills Uses of IT EYFS- Computer Discovery</p>	<p>Year 2: Digital Art Introduce Data Handling</p>	<p>Develop Programming (4 Hours) Introduction to Animation</p>
<p>Early Years Music</p>	<p>Early Years Digital Art EYFS Digital Photos and Videos</p>	<p>Early Programming</p>

Year 3, 4, 5 and 6 (Oak & Wagtails)

Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	E-Safety Throughout the year this will be taught at the start of Computing lessons, in assemblies and within PSHE.					
A 2024-2025	Touch Typing Year 4: 3D Design*	Digital Art- Y3 Graphic Design	Data Handling * E-Book creation	Internet Research * Inside a Computer *	Year 4: Programming in Scratch *	Year 4: Animation *
B 2025-2026 Review	Year 5: App Design (4-6)	Year 3: Music Creation Year 3: Comic Creation	Year 5: Data Handling Year 6: Data Detectives	Year 5: Computer Networks & the Internet (2-3)	Year 5: Programming in Scratch	Year 5: Physical Devices (1-3)
C 2026-2027 Review	Year 3: 3D Design (3-5 Hours)	Year 3: Document Editing and Creation Year 5: Music Creation	Year 6: Photograph & Image Editing (3- 4) Year 6: Graphic Design	Year 6: Web design	Year 6: Programming in Scratch	Year 6: HTML Year 6: Machine Learning & AI
D 2027-2028 Review	Year 5- E-book Creation	Internet Research * Inside a Computer *	Revisit Data Handling units?	Year 6: Past, Present Future	Year 3: Programming In scratch	Year 6: Virtual reality (Check Resources)

The three aspects are:

- Computer Science (highlighted orange in the progression) – this covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across Key Stage 1 and 2 will write code to program physical and on-screen objects, interactive games and use text-based language, such as HTML and Python by the end of Key Stage 2.
- Information Technology (highlighted purple in the progression) – this covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.
- Digital Literacy (highlighted green in the progression) – covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in Key Stage 2.