Online safety objectives taught using Project Evolve integrated into Computing and PHSE curriculum. See online safety overview. Privacy and Security always taught in week 1 &2 when passwords are given out. **Strand**						
Year A	**Computer Systems and Networks**	**Creating Media A**	**Creating Media B**	**Data and Information**	**Programming A**	**Programming B**
EYFS	Technology around us and real life uses. Use a simple program (whole class?) Use the internet with adult supervision, Explore touch screens to Log on using emojis	Taking photographs Drawing a picture using simple tools on the Interactive Whiteboard Creating a picture using a Chrome book		Looking at online maps Looking at and creating bar charts	Following directional and positional language Exploring Beebots	
Y1&2	Logging in and passwords. Technology around us. Keyboard and mouse skills	Digital Painting		Pictograms	Year 1 -Programming A: Unplugged algorithms, Moving a Robot Physical, Bee Bots. Year 2	Year 1 Programming B: Rapid Router Year 2 Scratch Introduction Skills

					A: Moving a robot, Unplugged and Rodo Codo	
Y3&4	Connecting Computers and Networks	Audio Production, Podcasting Stop frame animation (Y3 during Y4 camp)	Desktop publishing – Google Docs Party Invite	Data Logging- in Science	Events and actions in programs – Scratch Mazes	Robotics. Milo Robot Lego We do Sensors.
Y5&6	Systems and Searching Managing Online Information	Web page creation Google Sites. Copywrite and ownership	3D Modelling, Tinker Cad	Fact File Databases	Repetition in Shapes Logo: Text based coding. Including Functions.	Scratch Quiz– Else if Command. Add Score or Timer (Variable). Robotics Lego We do: Intergalactic.

	Strand					

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Year B	**Computer Systems and Networks**	**Creating Media A**	**Creating Media B**	**Data and Information**	**Programming A**	**Programming B**
EYFS	Technology around us and real life uses. Use a simple program. Use the internet with adult supervision, Explore touch screens Log on using emojis	Taking photographs Drawing a picture using simple tools on the Interactive Whiteboard Creating a picture using a Chrome book		Looking at online maps Looking at and creating bar charts	Following directional and positional language Exploring Beebots	
Y1&2	IT Around us. Logging in and passwords.	Digital Photography	Word Processing	Grouping and Searching Managing Online Information	Year 1 - Programming A: Unplugged algorithms, Moving a Robot Physical, Bee Bots. Year 2 A: Moving a robot, Unplugged and Rodo Codo	Year 1 Programming B: Rapid Router Year 2 Scratch Introduction Skills

Y3&4	The Internet, HTML Searching, Keywords and autocomplete. Managing Online Information	Stop frame animation (Y3 during camp)	Photo Editing Spotting edited images	Branching Databases	Repetition in Games Scratch and Rapid Router	Robotics Lego We Do – Carousel Project Sensors
Y5&6	Communication and collaboration, Emails and Managing Online Information	Video Production	Vector Graphics, Google Drawings	Spreadsheets	Variables in games Scratch	Sensing Movement - Step counter Microbit Robotics Lego We Do: Flood gate.