

### Cycle A

Cycle A	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Reception (Class 1 - Use for Reception for each cycle)	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Online Safety Unit (Focus learning around the following online safety books) <ul style="list-style-type: none"> <li>• Chicken Clicking</li> <li>• #Goldilocks</li> <li>• Old Macdonald had a phone</li> <li>• Troll Stinks</li> </ul>	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data
Class 1 (Year 1) (Complete alongside Class 2)	Improving mouse skills (Year 1)	Algorithms unplugged (Year 1)	Rocket to the moon (Year 1) Online Safety	What is a computer? (Year 2)	Algorithms and debugging (Year 2)	Word processing (Year 2)
Class 2 (Year 1/Year 2)	Improving mouse skills (Year 1)	Algorithms unplugged (Year 1)	Rocket to the moon (Year 1) Online Safety	What is a computer? (Year 2)	Algorithms and debugging (Year 2)	Word processing (Year 2)
Class 3 (Year 3)	Networks and the internet (Year 3)	Emailing (Year 3)	Journey inside a computer (Year 3)  Online Safety	Programming : Scratch (Year 3)	Video trailers (Year 3)	Data handling: comparison cards databases
Class 4 (Year 4/ Year 5)	Further coding with scratch 4	Programming Music using scratch 5	Collaborative Learning 4 Online Safety	HTML 4	Website design 4	Introduction to python 6
Class 5 (Year 5 / Year 6)	Further coding with scratch 4	Programming Music using scratch 5	Collaborative Learning 4  Online Safety	HTML 4	Website design 4	Introduction to python 6

## Cycle B

Cycle B	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Reception (Class 1 - Use for Reception for each cycle)	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Online Safety Unit (Focus learning around the following online safety books) <ul style="list-style-type: none"> <li>• Chicken Clicking</li> <li>• #Goldilocks</li> <li>• Old Macdonald had a phone</li> <li>• Troll Stinks</li> </ul>	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data
Class 1 (Complete alongside Class 2)	Beebots (Year 1)	Digital imagery (Year 1)	Introduction to data (Year 1)  Online Safety	ScratchJr (Year 2)	Stop motion using ipads (Year 2)	International space station (Year 2)
Class 2	Beebots (Year 1)	Digital imagery (Year 1)	Introduction to data (Year 1)  Online Safety	ScratchJr (Year 2)	Stop motion using ipads (Year 2)	International space station (Year 2)
Class 3	Journey inside a computer (Year 3)	Networks and the internet (Year 3)	Emailing (Year 3)  Online Safety	Programming : Scratch (Year 3)	Video trailers (Year 3)	Data handling: comparison cards databases
Class 4	Investigating weather 4	Mars Rover 1 5	Mars Rover 2 5  Online Safety	Computational thinking 4	Exploring AI 6	Search engines 5
Class 5	Investigating weather 4	Mars Rover 1 5	Mars Rover 2 5 Online Safety	Computational thinking 4	Exploring AI 6	Search engines 5

### Cycle C

Cycle C	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Reception						
Class 1						
Class 2						
Class 3						
Class 4	Stop motion animation 5	Big data 1 6	Big data 2 6  Online Safety	Inventing a product 6	Microbit 5	Bletchley Park and the history of computers 6
Class 5	Stop motion animation 5	Big data 1 6	Big data 2 6  Online Safety	Inventing a product 6	Microbit 5	Bletchley Park and the history of computers 6

Key Area Key:

- Computing systems and networks
- Programming
- Skills showcase
- Creating media
- Data handling

