

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Week 1	Digital Citizenship	Digital Citizenship	putting a stop to online meanness	password power up	Be a digital super citizen	digital citizenship
Week 2	Learn to drag and drop	Sequencing: Move it Move it	Sequencing - My robotic friends jnr.	sequencing - graph paper programming	private and personal information	sprites - introducing sprite lab
Week 3	Sequencing - happy maps	Sequencing: Sequencing with Angry Birds	Sequencing: programming with Angry Birds	sequencing - introduction to online puzzles	Sprites - swimming fish with Sprite Lab	sprites - making sprites
Week 4	Sequencing - sequencing with Scrat	Sequencing: Programming with Angry Birds	Sequencing - Debugging in maze	sequencing - debugging with Laurel	Sprites - hello world	sprites - mini project career journey
Week 5	Sequencing - programming with Scrat	Sequencing: Programming with Harvester	Sequencing - collecting treasure with Laurel	sequencing - sequencing in music lab	Sprites - mini project career journey	sprites - sprites in action
Week 6	Sequencing - programming with BB8		Sequencing - creating Art with Code			
Week 7						
Half term						
Week 1	Computing systems and networks - technology in the classroom	IT Around Us: What is IT?	computing systems and networks - how does a digital device work?	computing systems and networks - connecting networks	Computer Systems and Networks - systems	variables - blank space stories
Week 2	Computing systems and networks - using computer technology	IT Around Us: IT in School	computing systems and networks - what parts make up a digital device?	computing systems and networks - What is the internet made of?	Computer Systems and Networks - computer systems and us	variables - text and prompts
Week 3	Computing systems and networks - developing mouse skills	IT Around Us: IT in the world	computing systems and networks - how do digital devices help us?	computing systems and networks - Sharing Information	Computer Systems and Networks - searching the web	variables - mini project user input programmes
Week 4	Computing systems and networks - using a keyboard	IT Around Us: The Benefits of IT	computing systems and networks - how am I connected?	computing systems and networks - What is a website?	Computer Systems and Networks - selecting search results	variables - lots of sprites
Week 5	Computing systems and networks - developing keyboard skills	IT Around Us: Using IT safely	computing systems and networks - how are computers connected?	computing systems and networks - Who owns the web?	Computer Systems and Networks - how search results are ranked	variables - counting with variables
Week 6	Computing systems and networks - using a computer responsibly	IT Around Us: Using IT in different ways	computing systems and networks - what does our school network look like?	computing systems and networks - Can I believe what I read?	Computer Systems and Networks - how are searches influenced?	variables - mini project collector game
Week 7						
Christmas holiday						
Week 1	Loops - Happy Loops	Loops: Getting Loopy	Loops - My Loopy robotic friends jnr	events - events in music lab	variables and data analysis - game design	data and simulation - simulating experiments
Week 2	Loops - Loops with Scrat	Loops: Loops with Harvester	Loops - Loops with BB8	events - events in Bounce	variables - variables as score	data and simulation - outbreak
Week 3	Loops - Loops with Laurel	Loops: Loops with Laurel	Loops - harvesting crops with Loops	events - build a Star Wars game	variables - environment and players	data and simulation - AI for oceans
Week 4	Loops - ocean scene with Loops	Loops: Drawing Gardens with Loops	Mini project - sticker art	events - Dance Party	variables - game jam create	data and simulations - the internet

Week 5	data and information - grouping data	Impacts of Computing: The Right App	Stop Motion Animation - can a picture move?	computing systems - hardware and software	variables - game jam play	
Half term						
Week 1	data and information - group and count	Digital Photography: Taking Photographs	Stop Motion Animation - frame by frame	Data and Information - answering questions	Creating media - what is video?	Data and Information - creating a paper based database
Week 2	data and information - describe an object	Digital Photography: Landscape or Portrait	Stop Motion Animation - what's the story?	Data and Information - Data Collection	Creating media - filming techniques	Data and Information - computer databases
Week 3	data and information - making different groups	Digital Photography: What makes a good photograph?	Stop Motion Animation - Picture Perfect	Data and Information - Logging	Creating media - using a storyboard	Data and Information - using a database
Week 4	data and information - comparing groups	Digital Photography: Lighting and effects	Stop Motion Animation - evaluate and make it great!	Data and Information - Analysing data	Creating media - planning a video	Data and Information - Using search tools
Week 5	data and information - answering questions	Digital Photography: Is it real?	Stop Motion Animation - lights, camera, action!	Data and Information - Data for answers	Creating media - importing and editing video	Data and Information - comparing databases visually
Easter holiday						
Week 1	Events: The big event Jr.	Events: The Big Event Jr.	Data and Information - yes or no questions	Loops - Loops in Ice Age	functions - songwriting	end of course project
Week 2	Mini project - On the move with play lab	Events: A Royal Battle with Events	Data and Information - making groups	Loops - drawing shapes in Loops	functions - functions in music lab	end of course project
Week 3	End of Course Project	End of Course Project	Data and Information - creating a branching database	Loops - nested loops in Maze	functions - functions in Minecraft	end of course project
Week 4	End of Course Project	End of Course Project	Data and Information - structuring a branching database	conditionals - with cards	functions - functions in Artist	end of course project
Week 5	End of Course Project	End of Course Project	Data and Information - planning a branching database	conditionals - looking ahead with Minecraft	conditionals - conditionals in Minecraft	
Week 6	End of Course Project	End of Course Project	Data and Information - two ways of presenting information	conditionals - if/else with Bee	conditionals - conditionals with Farmer	
Half term						
Week 1	digital writing - exploring the keyboard	Data and Information: Counting and Comparing	Desktop Publishing - words and pictures	conditionals - while loops with Farmer	Impact of computing - designing for accessibility	Data and Information - collecting data
Week 2	digital writing - adding and removing text	Data and Information: entering data	Desktop Publishing - can you edit it?	conditionals - until loops with Maze	impact of computing - digital sharing	Data and Information - formatting a spreadsheet
Week 3	digital writing - exploring the toolbar	Data and Information: creating pictograms	Desktop Publishing - Great Template!	end of course project	impact of computing - end of course project	Data and Information - what's the formula?

Week 4	digital writing - making changes to text	Data and Information: what is an attribute?	Desktop Publishing - Becoming a designer	end of course project	impact of computing - end of course project	Data and Information - calculate and duplicate
Week 5	digital writing - explaining my choices	Data and Information: comparing people	Desktop Publishing - lay it out	end of course project	impact of computing - end of course project	Data and Information - event planning
Week 6	digital writing - pencil or keyboard	Data and Information: presenting information	Desktop Publishing - Why desktop publishing?		impact of computing - end of course project	Data and Information - presenting data
Week 7						