

Year 1			
Autumn 1	Computing systems and networks	Autumn 2	Programming 1
	Improving mouse skills Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art		Algorithms unplugged Identifying where algorithms, decomposition and debugging can be found in relatable, familiar contexts. Following directions, learning why instructions need to be specific.
Spring 1	Skills showcase	Spring 2	Programming 2
	Rocket to the moon Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data.		Programming Bee-Bots Introducing programming through the use of a robot (Bee-Bot) and exploring its functions.
Summer 1	Creating media	Summer 2	Data handling
	Digital imagery Taking and editing photos, searching for and adding images to a project.		Introduction to data Learning what data is and the different ways it can be represented. Learning why data is useful and the ways it can be gathered and recorded.
Online safety	Online safety		
	Online safety Y1 Learning how to stay safe online and how to manage feelings and emotions when someone or something has upset us.		