

	Year 1		
Autumn 1	Computing systems and networks	Autumn 2	Programming 1
	<b>Improving mouse skills</b> 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		<b>Algorithms unplugged</b> 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
	<b>Rocket to the moon</b> Developing keyboard and mouse skills through designing, building and testing. Creating a digital list of materials, using drawing software and recording data.		<b>Programming Bee-Bots</b> Introducing programming through the use of a robot (Bee-Bot) and exploring its functions.
Summer 1	Creating media	Summer 2	Data handling
	<b>Digital imagery</b> Taking and editing photos, searching for and adding images to a project.		<b>Introduction to data</b> 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		
	<b>Online safety Y1</b> Learning how to stay safe online and how to manage feelings and emotions when someone or something has upset us.		