

	Term					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Computing Proficiency	Digital Art	Kodu Programming E-safety	Scratch part 1	Scratch part 2	3D Design
Year 4	Inside a Computer and Internet Research	E-book Creation	Physical Systems: Microbits E-safety	Data Handling	Scratch	Animation
Year 5	Networks/Systems	Scratch	Data Handling E-safety	Physical Systems: Spheros	Physical Systems: Microbits Change to 3D Design?	Text based coding.
Year 6	History of Computers and Binary	Scratch	Web Design E-safety	Graphic Design	Coding languages	3D Design E-safety

Digital Literacy covers skills to find, evaluate, utilise and share using technologies and the Internet. This includes important e-safety and internet research skills, as well as an understanding of computer networks in upper Key Stage 2.

Computer Science covers programming (both block-based and text-based), including computational thinking using web-based software such as Scratch. Pupils across lower and upper school will write code to program physical and on-screen objects, interactive games and use text-based language like Python by the end of Key Stage 2.

Information technology covers the use of applications to create digital content, including document creation and editing, video making, digital art, graphic design, animation, 3D modelling and website building.