



Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Cycle A	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing Systems and Networks – Technology Around Us Technology, Online, Logging in, Mouse, click, Drag, keyboard, typing, file, deleting, cursor	Creating Media – Digital Photography paintbrush, pencil, eraser, fill tool, spray can, undo, Piet Mondrian, shape tool, line tool, Wassily Kandinsky, tools, feelings, colour, brush style, Georges Seurat, pointillism, brush size, pictures, painting, computers, like, prefer, dislike	Creating Media – Digital Writing word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, font, format	Computing Systems and Networks – IT Around Us Information technology, computer, barcode, scanner/scan	Creating Media – Digital Photography Photography, camera, Landscape, Portrait, Framing, subject, compose, Light sources, flash, Editing, filter	Creating Media – Digital Music Quiet, Loud, Pattern, Rhythm, Pulse, Pitch, Tempo, Notes, Beat

Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2	
KS1 Cycle B	<p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</p>	<p>Data and Information – Grouping Data Object, label, Group, image, Property, colour, size, shape, Value, Data set, Most, least, fewest</p>	<p>Programming A – Moving a Robot forwards, backwards, commands, instructions, directions, left, right, turn, plan, algorithm, program</p>	<p>Programming B – Programming Animations ScratchJr, programming, block, joining, command, change, value, block, instructions, program, sprite, algorithm, programming blocks</p>	<p>Data and Information – Pictograms tally chart, data, total, pictogram, enter, most common, least common, attribute, same, different, block diagram, sharing</p>	<p>Programming A – Robot Algorithms sequence, unambiguous, algorithm, order, instructions, prediction, program, route, mat</p>	<p>Programming B – Programming Quizzes Sequence, command, program, run, start, outcome, predict, blocks, algorithm, modify, change</p>



Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle A	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Computing Systems and Networks – Connecting Computers Digital device, input, process, output, program, digital, non-digital, connection, network, network switch, server, wireless access point, network cables, network sockets	Creating Media – Desktop Publishing Animation, flip book, Stop-frame, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, evaluation, media, import, transition	Creating Media – Photo Editing Audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, editing, evaluate, feedback	Computing Systems and Networks – Systems and Searching System, connection, digital, input, process, output, search, search engine, refine, index, crawler, bot, search engine, ordering, ranking, links, algorithm	Creating Media – Introduction to Vector Graphics Video, audio, camera, talking head, panning, close up, microphone, lens, close up, mid-range, long shot, moving subject, side by side, high angle, low angle, normal angle, static, zoom, pan, tilt, storyboard, filming, review, import	Creating Media – 3D Modelling Website, web page, browser, media, Hypertext Markup Language (HTML) hyperlink, evaluate, external link, subpage, home page, preview, evaluate, device, Google Sites, copyright, fair use, logo, layout

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KS2 Cycle B	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Programming A – Sequencing Sounds Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, code, run the code, order, note, chord, design,	Programming A – Repetition in Shapes Program, turtle, commands, code, snippet, algorithm, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure	Programming B – Selection in Quizzes Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, question, input, design, , run, test, setup	Programming A – Variable in Games Variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, test, improve, share	Programming B – Events and Actions in Programs Motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, event, action, debugging, errors, setup, code, test, debug, actions	Programming B – Repetition in Games Loops, Code, Infinite Loop, Counter-Controlled Loop, Animation, Costume, Modify, Algorithm, Develop



	algorithm, bug, debug					
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Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle C						

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Computing Systems and Networks – The Internet Network, Internet, Routers, World Wide Web, Websites, Devices, Upload, Content, Online, Sharing, Misleading	Creating Media – Stop-Frame Animation animation, flipbook, stop-frame animation, frame, sequence, setting, character, event, onion skinning, consistent, media, import, transition	Creating Media – Audio Production Audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, host, engineer, export, MP3, playback, selection,	Computing Systems and Networks – Communication and Collaboration data, address, Internet Protocol (IP) address, Domain Name Server (DNS), Packet, header, data payload, Chat, explore, slide deck, Communication, Internet, public,	Creating Media – Video Production Video, panning, close up, Mid range, Long shot, Subject, Zoom, Pan, Tilt, Storyboard, Split, Trim, Reshoot	Creating Media – Webpage Creation Hypertext Markup Language (HTML), Browser, Header, Website, Web page Copyright, fair use, Home page, Preview, Hyperlink, Subpage
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Term	Autumn 1	Autum 2	Spring 1	Spring 2	Summer 1	Summer 2
KS2 Cycle D	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Data and Information – Branching Databases Attribute, Value, branching database, database, Questions, Objects, Order, Structure, Decision tree	Data and Information – Data Logging data, table, layout, input device, sensor, data logger, logging, data point, interval, data set, import, export, collection	Programming A – Selection in Physical Computing microcontroller, components, infinite loop, output component, motor, count-controlled loop, crumble controller, crocodile clips, LED, input, output, condition, selection, action	Programming B – Sensing Movement Micro:bit, MakeCode, USB, if then else, variable, random, sensing, accelerometer, navigation, compass, algorithm, code	Data and Information – Flat-File Databases Database, data, information, record, field, sort, order, group, record, search, value	Data and Information – Spreadsheets Data, collecting, table, structure, spreadsheet, cell, cell reference, data, item, format, formula, calculation, input, output, calculate, operation, range, duplicate, sigma, propose, question, data set

Computing Curriculum Overview