

Computing Rolling Programme (by Year A / B)

Introduction

All units taken from adapted [Teach Computing Curriculum](#). Arrangement of modules ensures coverage in mixed age model as advised by National Centre for Computing Education Hub lead.

Year A

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan
Y1/2	COMPUTING SYSTEMS AND NETWORKS Technology around us Online Safety ¹	CREATING MEDIA Digital writing ² Online Safety	CREATING MEDIA Digital Painting	DATA AND INFORMATION Grouping data Online Safety	Y1 PROGRAMMING A Moving a robot	Y2 PROGRAMMING A Robot algorithms
Y3/4	COMPUTING SYSTEMS AND NETWORKS Connecting Computers ³	CREATING MEDIA Stop frame animation Online safety	Y3 PROGRAMMING A Sequence in music	Y4 PROGRAMMING A Repetition in shapes	CREATING MEDIA Desktop publishing Online safety	DATA AND INFORMATION Branching databases
Y5/6	COMPUTING SYSTEMS AND NETWORKS Systems and Searching Online safety	CREATING MEDIA Video editing Online safety	Y6 PROGRAMMING A Variables in games (Scratch)		DATA AND INFORMATION Flat-file databases	

¹ Merge the two units - Y1 complete the Y1 tasks and Y2 complete the Y2 tasks. Repeat unit in Cycle A and B.

² Use either Book Creator, Seesaw or Pic Collage

³ Merge the two objectives. Look at using [Barefoot Computing](#) lesson plans for shortened versions e.g. Network Activity Hunt and Modelling the Internet. Repeat unit in Cycle A and B.

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Year B

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan	See EY Long Term Plan
Y1/2	COMPUTING SYSTEMS AND NETWORKS IT around us Online Safety ¹	CREATING MEDIA Digital photography	DATA AND INFORMATION Pictograms Online safety	Y1 PROGRAMMING B Introduction to animation	Y2 PROGRAMMING B Introduction to quizzes	CREATING MEDIA Making music Online safety
Y3/4	COMPUTING SYSTEMS AND NETWORKS The Internet ²	CREATING MEDIA Audio editing Online safety	CREATING MEDIA Photo editing Online safety	DATA AND INFORMATION Data logging	Y3 PROGRAMMING B Events and actions	Y4 PROGRAMMING B Repetition in games
Y5/6	COMPUTING SYSTEMS AND NETWORKS Communication Online safety	CREATING MEDIA Web page creation Online safety	Y6 PROGRAMMING B Sensing (micro:bits)		DATA AND INFORMATION Spreadsheets	

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² Merge the two objectives. Look at using [Barefoot Computing](#) lesson plans for shortened versions e.g. Network Activity Hunt and Modelling the Internet. Repeat unit in Cycle A and B.