

	Unit 1	Unit 2	Unit 3	Unit 4
EYFS	Using a computer Computing systems and networks	All about instructions Programming 1	Programming Bee-Bots Programming 2	Introduction to data Data handling
1	Improving Mouse Skills Computing systems and networks	Algorithms unplugged Programming 1	Programming Bee-bots Programming 2	Introduction to data Data handling
2	What is a computer? Computing systems and networks 1	Algorithms and debugging Programming	Online Safety Year 2 Online Safety	International Space Station Data handling
3	Networks and the internet Computing systems and networks 1	Programming: Scratch Programming	Journey inside a computer Computing systems and networks 3	Video trailers Creating media
4	Collaborative learning Computing systems and networks	Further coding with Scratch Programming 1	HTML Skills Showcase	Computational Thinking Programming 2
5	Search Engines Computing systems and networks	Programming Music Programming	Mars Rover 1 Data handling	Online Safety Year 5 Online Safety
6	Bletchley Park Computing systems and networks	Intro to Python Programming	Big data 1 Data handling	History of Computers Creating media

Terminology:

Computing systems and networks	Programming	Creating media	Data handling	Online safety
Identify hardware and software, while exploring how computers communicate and connect to one another.	Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks.	Learning how to use various devices - record, capture and edit content such as videos, music, pictures and photographs.	Ensuring that information is collected, recorded, stored and presented and analysed in a manner that is useful and can help to solve problems.	Understanding the benefits and risks of being online - how to remain safe, keep personal information secure and recognising when to seek help in difficult situations.

Digital Literacy	<ul style="list-style-type: none"> <li>- Can understand and apply the fundamentals principles and concepts of computer science, including abstraction, logic, algorithms and data representation.</li> <li>- Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems.</li> </ul>
Information Technology	<ul style="list-style-type: none"> <li>- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems are responsible, competent, confident and creative users of information and communication technology.</li> </ul>
Computer Science	<ul style="list-style-type: none"> <li>- Are responsible, competent, confident and creative users of information and communication technology.</li> </ul>