

Subject:		Computing				
Scheme:		Teach Computing + Code Studio + Common Sense Education Digital Citizenship UK				
	Autumn		Spring		Summer	
	Coding (Code Studio) and online safety taught across the year					
Teach Units	Computing systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1	Technology Around Us	Digital Painting	Moving a Robot	Grouping data	Digital Writing	Programming animations
	Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Writing short algorithms and programs for floor robots, and predicting program outcomes.	Exploring object labels, then using them to sort and group objects by properties.	Using a computer to create and format text, before comparing to writing non-digitally.	Designing and programming the movement of a character on screen to tell stories.
DC	Media Balance is Important: How do we find a happy balance between our online and offline activities?		Pause for People: How do you say goodbye to technology when you don't want to?		Safety in My Online Neighbourhood How do you go places safely online?	
Year 2	IT Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
	Identifying IT and how its responsible use improves our world in school and beyond.	Capturing and changing digital photographs for different purposes	Creating and debugging programs, and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
	Pause & Think Online: How can we be safe, responsible and respectful online?		How technology makes you feel: Why is it important to listen to your feelings when using technology?		Internet traffic Light: How do you stay safe when visiting a website or app?	
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Capturing and editing digital still images to produce a stop-frame animation that tells a story	Creating sequences in a block-based programming language to make music	Building and using branching databases to group objects using yes/no questions.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Writing algorithms and programs that use a range of events to trigger sequences of actions
	We, the Digital Citizens: How can we be good digital citizens?	Device-free Moments: Why is it important to have device-free moments in our lives?	That's Private: What kinds of information should I keep to myself when I use the internet?	Digital Trails: What information is ok to have in your digital footprint?	Who is in your online community? How are we all part of an online community?	Putting a STOP to online meanness: What should you do is someone is mean to you online?
Year 4	The Internet	Audio Production	Repetition in shapes	Data Logging	Photo Editing	Repetition in games
	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
	Your rings of responsibility: How do digital citizens take responsibility for themselves, their communities and their world?	Password Power Up: How can a strong password help protect your privacy?	This is Me: How does what I post online affect my identity?	Our Digital Citizenship Pledge: What makes a strong community?	The Power of words: what should you do when someone use s mean or hurtful language online?	Is seeing believing: Why do people alter digital photos and videos?
Year 5	Systems and Searching	Video Production	Selection in Physical Computing	Flat File Databases	Introduction to Vector Graphics	Selection in Quizzes
	Recognising IT systems in the world and how some can enable searching on the internet.	Planning, capturing, and editing video to produce a short film	Exploring conditions and selection using a programmable microcontroller.	Using a database to order data and create charts to answer questions.	Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and collaboration	WebPage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement
	Exploring how data is transferred by working collaboratively online.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Exploring variables when designing and coding a game.	Answering questions by using spreadsheets to organise and calculate data.	Planning, developing, and evaluating 3D computer models of physical objects	Designing and coding a project that captures inputs from a physical device.

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Year 1	Media Balance is Important:		Pause for People:		Safety in My Online Neighbourhood	
	How do we find a happy balance between our online and offline activities?		How do you say goodbye to technology when you don't want to?		How do you go places safely online?	
Year 2	Pause & Think Online:		How technology makes you feel:		Internet traffic Light:	
	How can we be safe, responsible and respectful online?		Why is it important to listen to your feelings when using technology?		How do you stay safe when visiting a website or app?	
Year 3	We, the Digital Citizens:	Device-free Moments:	That's Private:	Digital Trails:	Who is in your online community?	Putting a STOP to online meanness:
	How can we be good digital citizens?	Why is it important to have device-free moments in our lives?	What kinds of information should I keep to myself when I use the internet?	What information is ok to have in your digital footprint?	How are we all part of an online community?	What should you do is someone is mean to you online?
Year 4	Your rings of responsibility:	Password Power Up:	This is Me:	Our Digital Citizenship Pledge:	The Power of words:	Is seeing believing:
	How do digital citizens take responsibility for themselves, their communities and their world?	How can a strong password help protect your privacy?	How does what I post online affect my identity?	What makes a strong community?	what should you do when someone use s mean or hurtful language online?	Why do people alter digital photos and videos?
Year 5	My Media Choices	Private and Personal Information	Our Online tracks	Keeping games fun and friendly	Be a super digital citizen	A creator's rights and responsibilities
	What makes a healthy media choice?	What information about you is OK to share online?	How does our online activity affect the digital footprints of ourselves and others?	How can I help myself and others be positive and have fun while playing online games?	How can we be upstanders when we see cyberbullying?	What right's and responsibilities do you have as a creator?
Year 6	Finding my media balance	You won't believe this!	Beyond gender stereotypes	Digital friendships	Is it cyberbullying?	Reading news online
	What does media balance mean for me?	What is clickbait and how can you avoid it?	How do gender stereotypes shape our experiences online?	How do you keep online friendships safe?	What is cyberbullying and what can you do to stop it?	What are the important parts of an online news article?