




Year 1/2 – CYCLE A

Predominant Area of Computing*		
	Computer Science	 Information Technology
		 Digital Literacy

*Most units will include aspects of all strands.

<u>Autumn 1</u> Unit 1.1: Online safety and exploring Purple Mash Number of lessons: 4 Programs: various	<u>Spring 1</u> Unit 1.8: Spreadsheets Number of lessons: 3 Programs: 2Calculate	<u>Summer 1</u> Unit 1.7: Coding Number of lessons: 6 Main programs: 2Code
<u>Autumn 2</u> Unit: 1.9: Technology outside school Number of lessons: 2 Programs: Various	<u>Spring 2</u> Unit 2.6: Creating pictures Number of lessons: 5 Programs: 2PaintAPicture	<u>Summer 2</u> Unit 2.1: Coding Number of lessons: 5 Programs: 2Code




Year 1/2 – CYCLE B

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<u>Autumn 1</u> Unit 1.1: Online safety and exploring Purple Mash Number of lessons: 4 Programs: various	<u>Spring 1</u> Unit 1.5: Maze Explorers Number of lessons: 3 Programs: 2Go	<u>Summer 1</u> Unit 1.6: Animated story books Number of lessons: 5 Main programs: 2Create A Story
<u>Autumn 2</u> Unit: 2.2: Online safety Number of lessons: 3 Programs: Various	<u>Spring 2</u> Unit 2.8: Presenting Ideas Number of lessons: 4 Programs: Various	<u>Summer 2</u> Unit 2.7: Making Music Number of lessons: 3 Programs: 2Sequence

Year 3/4 – CYCLE A

Predominant Area of Computing*		
	Computer Science	 Information Technology
		 Digital Literacy




*Most units will include aspects of all strands.

<u>Autumn 1</u> Unit 3.2: Online safety Number of lessons: 3 Programs: various	<u>Spring 1</u> Unit: 3.3 Spreadsheets Number of lessons: 3 Programs: 2Calculate	<u>Summer 1</u> Unit: 3.4 Touch Typing Number of lessons: 4 Programs: 2Type
<u>Autumn 2</u> Unit 3.5: Email (including email safety) Number of lessons: 6 Programs: 2Email, 2Connect, 2DIY	<u>Spring 2</u> Unit: 3.8 Graphing Number of lessons: 3 Programs: 2Graph	<u>Summer 2</u> Unit: Coding Number of lessons: 6 Programs: 2Code

Coding breakdown:

YEAR 3 & 4 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1

Year 3/4 – CYCLE B

Predominant Area of Computing*					
	Computer Science		Information Technology		Digital Literacy




*Most units will include aspects of all strands.

<u>Autumn 1</u> Unit 4.2: Online safety Number of lessons: 4 Programs: various	<u>Spring 1</u> Unit: 4.4 Writing for different audiences Number of lessons: 5 Programs: 2Email, 2Connect, 2DIY	<u>Summer 1</u> Unit: 4.5 Logo Number of lessons: 4 Programs: Logo
<u>Autumn 2</u> Unit 4.3: Spreadsheets Number of lessons: 6 Programs: 2Calculate	<u>Spring 2</u> Unit: 4.6 Animation Number of lessons: 3 Programs: 2Animate	<u>Summer 2</u> Unit: Coding Number of lessons: 6 Programs: 2Code

Coding breakdown:

YEAR 3 & 4 - CYCLE B				
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6

Year 5/6 – CYCLE A

Predominant Area of Computing*		
	Computer Science	 Information Technology
		 Digital Literacy




*Most units will include aspects of all strands.

<u>Autumn 1</u> Unit 5.2: Online safety Number of lessons: 3 Programs: various	<u>Spring 1</u> Unit 5.7: Concept Maps Number of lessons: 4 Programs: 2Connect	<u>Summer 1</u> Coding Number of lessons: 6 Main programs: 2Code
<u>Autumn 2</u> Unit: 5.6: Modelling Number of lessons: 4 Programs: 2 Design and Make	<u>Spring 2</u> Unit 5.5: Game Creator Number of lessons: 5 Programs: 2DIY 3D	<u>Summer 2</u> Unit: 5.3 Spreadsheets Number of lessons: 6 Programs: 2Calculate

Coding breakdown:

YEAR 5 & 6 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenation Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5

Year 5/6 – CYCLE B

Predominant Area of Computing*					
	Computer Science		Information Technology		Digital Literacy

*Most units will include aspects of all strands.

<u>Autumn 1</u> Unit 6.2: Online safety Number of lessons: 2 Programs: various	<u>Spring 1</u> Unit 6.4: Blogging Number of lessons: 4 Programs: 2Blog	<u>Summer 1</u> Unit 6.6: Networks Number of lessons: 3
<u>Autumn 2</u> Coding Number of lessons: 6 Programs: 2Code	<u>Spring 2</u> Unit 6.5: Text Adventures Number of lessons: 5 Programs: 2Code and 2 Connect	<u>Summer 2</u> Unit 6.7: Quizzing Number of lessons: 6 Programs: 2Quiz, 2DIY, Text Toolkit, 2Invesigate

Coding breakdown:

YEAR 5 & 6 - CYCLE B				
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2	Decomposition and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6