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| **Cycle A** | | | | | | |
| **Year** | **Autumn Term 1** | **Autumn Term 2** | **Spring Term 1** | **Spring Term 2** | **Summer Term 1** | **Summer Term 2** |
| **Nursery** |  |  |  | Barefoot resources-Boats ahoy  ELG and Development matters link  **Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions** |  | Barefoot resources-People who help us.  ELG and Development matters link  **Work and play cooperatively and take turns with others** |
| **Reception** | Barefoot resources –Awesome Autumn  ELG: Creating with Materials  Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; | Barefoot resources-  Winter Warmers  ELG and Development matters link  ELG :Work and play cooperatively and take turns with others; | Barefoot resources- Busy Bodies  ELG and Development matters link  -Look how we grow-  Children explore the natural world around them, making observations and drawing pictures of animals and plants. They know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class | Barefoot resources- Spring time fun  ELG and Development matters link  ELG: Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter | Barefoot resources – KS1  BeeBots 1 basic  To solve challenges using a programmable toy to meet the challenges they create sequences of instructions (an algorithm) to navigate a route | Barefoot resources- KS1 BeeBots 2 – Tinkering  To solve challenges using a programmable toy to meet the challenges they create sequences of instructions (an algorithm) to navigate a route |
| **Year 1** | Unit 1- computing systems and networks.  *Computers*  *laptops* | Unit 2- Digital painting.  *paintzapp* | Unit 3- Digital writing.  *Microsoft word* | Unit 4- Grouping Data  *Physical objects* | Unit 5- Programming A  *Beebots* | Unit 6- Programming B  Programming animations.  *scratchjr* |
| **Year 2** | Unit 1 – Computing systems and networks.  *Laptops/tablets* | Unit 2-Ctreating media- Digital photography.  *Cameras* | Unit 3-Making Music.  *Crome music lab* | Unit 4-Data and Pictograms.  *J2E pictograms* | Unit 5- Programming A Robots  *Beebots* | Unit 6- Programming B Quizzes  *scratchjr* |
| **Year 3/4** | *Unit 1 – Digital devices*  *Cameras/tablets*  *Yr 3* | Unit 2-Creating media-Animation  *Tablets*  *Yr 3* | Unit 3-Developing Publishing  *Publisher*  *Yr 3* | Unit 4-Data Logging  *Micro:bits*  *Yr 4* | Unit 5-Repetition in Shapes programming  *turtleacademy.com*  TeamHawks  TeamHawks  Yr 4 | Unit 6- Repetition in Games programming.  *Scratch.com*  *Yr 4* |
| **Year 4/5** | Unit 1 – Computing systems and networks – the Internet  *Use of internet*  *Yr 4* | Unit 2-Audio editing  *Audacity.team.org*  *Yr 4* | Unit 3-Photo editing  *paint.net*  *Yr 4* | Unit 4-Data and information- Flat-file databases.  *J2E*  *Yr 5* | Unit 5-Programming A- Selection in physical computing*.- crumble kits*  *Yr 5* | Unit 6-Programming B- Selection in quizzes.  *Scratch.com*  *Yr 5* |
| **Year 5/6** | Unit 1 –Computing systems networks and sharing info.  *Laptops*  *Yr 5* | Unit 2- Creating media- Vector drawing.- google drawing – *publisher*  *Yr 5* | Unit 3- Creating media- video editing.  *Moviemaker – office*  *Yr 5* | Unit 4-Data and information- Spreadsheets  *J2E- Google sheets*  *Yr 6* | Unit 5- Programming A- Variables in games  *Scratch.com*  *Yr 6* | Unit 6- Programming B – Sensing*.*  *Micro:bits*  *Yr 6* |

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| **Cycle B** | | | | | | |
| **Year** | **Autumn Term 1** | **Autumn Term 2** | **Spring Term 1** | **Spring Term 2** | **Summer Term 1** | **Summer Term 2** |
| **Nursery** |  |  |  | Barefoot resources-Boats ahoy  ELG and Development matters link  **Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions** |  | Barefoot resources-People who help us.  ELG and Development matters link  **Work and play cooperatively and take turns with others** |
| **Reception** | Barefoot resources –Awesome Autumn  ELG: Creating with Materials  Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; | Barefoot resources-  Winter Warmers  ELG and Development matters link  ELG :Work and play cooperatively and take turns with others; | Barefoot resources- Busy Bodies  ELG and Development matters link  -Look how we grow-  Children explore the natural world around them, making observations and drawing pictures of animals and plants. They know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class | Barefoot resources- Spring time fun  ELG and Development matters link  ELG: Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter | Barefoot resources – KS1  BeeBots 1 basic  To solve challenges using a programmable toy to meet the challenges they create sequences of instructions (an algorithm) to navigate a route | Barefoot resources- KS1 BeeBots 2 – Tinkering  To solve challenges using a programmable toy to meet the challenges they create sequences of instructions (an algorithm) to navigate a route |
| **Year 1** | Unit 1- computing systems and networks.  *Computers*  *laptops* | Unit 2- Digital painting.  *paintzapp* | Unit 3- Digital writing.  *Microsoft word* | Unit 4- Grouping Data  *Physical objects* | Unit 5- Programming A  *Beebots* | Unit 6- Programming B  Programming animations.  *scratchjr* |
| **Year 2** | Unit 1 – Computing systems and networks.  *Laptops/tablets* | Unit 2-Ctreating media- Digital photography.  *Cameras* | Unit 3-Making Music.  *Crome music lab* | Unit 4-Data and Pictograms.  *J2E pictograms* | Unit 5- Programming A Robots  *Beebots* | Unit 6- Programming B Quizzes  *scratchjr* |
| **Year 3/4** | Unit 1 – Computing systems and networks – the Internet  *Use of internet*  *Yr 4* | Unit 2-Audio editing  *Audacity.team.org*  *Yr 4* | Unit 3-Photo editing  *paint.net*  *Yr 4* | Unit 4-Branching Databases  *J2E*  *Yr 3* | Unit 5-Programming A Sequence in Music  *Scratch.com*  *Yr 3* | *Unit 6- Programming B Events and Actions*  *Scratch.com*  *Yr 3* |
| **Year 4/5** | Unit 1 –Computing systems networks and sharing info.  *Laptops*  *Yr 5* | Unit 2- Creating media- Vector drawing.- google drawing – *publisher*  *Yr 5* | Unit 3- Creating media- video editing.  *Moviemaker – office*  *Yr 5* | Unit 4-Data Logging  *Micro:bits*  *Yr 4* | Unit 5-Repetition in Shapes programming  *turtleacademy.com*  TeamHawks  TeamHawks  Yr 4 | Unit 6- Repetition in Games programming.  *Scratch.com*  *Yr 4* |
| **Year 5/6** | Unit 1 – Computing systems and networks-Communication.  *Laptops*  *Yr 6* | Unit 2-Creating Media- 3D modelling.  *Tinkercad.com*  *Yr 6* | Unit 3- Creating Media- Web page creation.  *Googlesites*  *Yr 6* | Unit 4-Data and information- Flat-file databases.  *J2E*  *Yr 5* | Unit 5-Programming A- Selection in physical computing*.- crumble kits*  *Yr 5* | Unit 6-Programming B- Selection in quizzes.  *Scratch.com*  Yr 5 |