

	Computing Unit (taught through the NCCE's 'Teach Computing' curriculum) E-Safety Strand (taught through Project Evolve) E-Safety is also covered in PSHE lessons, assemblies and through celebrating 'Safer Internet Day' in February each year					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Digital painting Privacy and security	Technology around us Online relationships	Moving a robot Managing online information	Grouping data Copyright and ownership	Digital writing Health, wellbeing and lifestyle	Programming animations Self-image and identity
Year 2	Information technology around us Self-image and identity	Digital photography Health, wellbeing and lifestyle	Robot algorithms Copyright and ownership	Pictograms Managing online information	Digital music Online relationships	Programming quizzes Privacy and security
Year 3	Connecting computers Privacy and Security	Stop-frame animation Self-image and identity	Sequencing sounds Online relationships	Branching databases Managing online information	Desktop publishing Health, wellbeing and lifestyle	Events and actions in programs Copyright and ownership
Year 4	The internet Health, wellbeing and lifestyle	Audio production Privacy and Security	Repetition in shapes Managing online information	Data logging Copyright and ownership	Photo editing Online reputation	Repetition in games Online relationships
Year 5	Systems and searching Health, wellbeing and lifestyle	Video production Copyright and ownership	Selection in physical computing Privacy and Security	Flat-file databases Managing online information	Vector graphics Online reputation	Selection in quizzes Self-image and identity
Year 6	Communication and collaboration Copyright and ownership	Webpage creation Managing online information	Variables in games Privacy and Security	Introduction to spreadsheets Health, wellbeing and lifestyle	3D modelling Online reputation	Sensing movement Self-image and identity