Subject: Computing		2023-24					
Rec	Activity	Learn to use ipads and chrome books to access RM Easi Maths and Bug Club	Use ipads and cameras to take pictures of their christmas creations.	Being safe online/screen time	Using Beebots	Using online programmes to make art work	What technology do we use in our lives?
	Strand	Information Technology	Information Technology	E-Safety	Computer Science	Information Technology	Digital Literacy
		Using iLearn2 as a basis for our curriculum Units to be taught across the year - please see individual year group overviews for order they will be taught in					
	Focus	Mouse and Keyboard skills	Digital Art and Design	Text and Images	Comic creation and Music creation	Introducing programming	E-safety
Y1	Strand	Information Technology	Information Technology	Information Technology	Information Technology	Computer Science	Digital Literacy
	Otrana	E-safety					
						Don communication with	
	Focus	Introduction to Animation	Data Handling	Ebook Creation	Develop Programming	Programming with Scratch Jnr	Digital Art
Y2	Strand	Information Technology	Information Technology	Information Technology	Computer Science	Computer Science	Computer Science
	Strailu	E-safety					
ı	Focus	Comic Creation	Digital Art	Programming in Scratch	Music Creation and Programming in Kodu	Document editing and Creation	Game creation and 3D design
Y3	Strand	Information Technology	Information Technology	Computer Science	Information Technology/Computer Science	Information Technology	Information Technology
		E-safety					
Y4	Focus	Animation	Programming in Scratch	Internet Research	Data Handling	3D design and Video Editing	Ebook Creation and E-safety
	Strand	Information Technology	Computer Science	Information Technology	Information Technology	Information Technology	Information Technology/Digital Literacy
		E-safety E-safety					
		Text based Programming and Data					
Y5	Focus	Programming in Scratch	App Design	Handling	Computer networks and the internet	Physical devices	Ebook creation and Music creation
	Strand	Computer Science	Information Technology	Computer Science/Information Technology	Computer Science/Digital Literacy	Digital Literacy	Information Technology
		E-safety					
Y6		Computer: Past, Present and Future Binary Code and Python Complete State of the Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present and Future Binary Code and Python Computer Past, Present					
	Focus	Programming in Scratch	Compater. Fast, Fresent and Future	Programming Language	Graphic design and Image editing	HTML and Virtual Reality	and Al
	Strand	Computer Science	Information Technology	Computer Science	Information Technology	Computer Science/Information Technology	Computer Science/Information Technology
		E-safety					