Terms	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Project Evolve
Autumn 1		Technology around us (1.1a)	IT around us (2.1a)	Connecting computers (3.1a)	The Internet (4.1a)	Sharing Information (5.1a)	Communication (6.1a)	Self-Image and Identity Online relationships
Autumn 2		Digital Painting (1.1b)	Digital Photography (2.1b)	Stop Frame Animation (3.1b)	Audio Editing (4.1b)	Video Editing (5.1b)	Web page creation (6.1b)	Online reputation Online bullying
Spring 1		Moving a robot (1.2a)	Robot Algorithms (2.2a)	Sequence in music (3.2a)	Repetition in shapes (4.2a)	Selection in physical computing (5.2a)	Variables in games (6.2a)	Managing online information
Spring 2		Grouping data (1.2b)	Pictograms (2.2b)	Branching databases (3.2b)	Data logging (4.2b)	Flat-file databases (5.2b)	Introduction to spreadsheets (6.2b)	Health, well-being and lifestyle
Summer 1		Digital writing (1.3a)	Making music (2.3a)	Desktop publishing (3.3a)	Photo editing (4.3a)	Vector drawing (5.3a)	3D modelling (6.3a)	Privacy and security
Summer 2		Introduction/Programming animations (1.3b)	An introduction to quizzes (2.3b)	Events and Actions (3.3b)	Repetition in games (4.3b)	Selection in quizzes (5.3b)	Sensing (6.3b)	Copyright and ownership

Each half term a unit of digital literacy and esafety is also taught using Education for a connected world – project evolve. Autumn half terms contain two each. Combine lessons within each unit as you see fit.

Teach computing includes esafety across all units and lessons, but we also teach this discretely too.