



Year group	Autumn	Spring	Summer	Online Safety
Nursery and Reception All Year Around Continuous Provision Children explore technology through play with every day objects, learning how things work. They use tools like windup toys, interactive whiteboard and household items such as toy cookers, camera and freezers to understand cause and effect.				
Nursery	Barefoot: Awesome Autumn Explore autumn with fun sorting, pattern and logic tasks.	Barefoot Springtime Spot patterns and solve problems using digital tools.	Barefoot Summer Fun Use games, music and for logic and problem solving.	Devices belong to Grown-ups (Boundaries) When the timer goes, we say goodbye (Transitions) If it makes you pop, find a grown up (Early Emotional Awareness) Be gentle with screens (Physical Care)
Reception	Computing Systems and Networks: Using a computer Investigating the main parts of a computer and learning how the keyboard and mouse are used to control it Computing Theory: Name parts of a computer system.	Computing Systems and Networks: Exploring Hardware Investigating different computer hardware parts and learning how to operate a camera Computing Theory: Discuss the range of technology used in places such as homes and schools.	Introducing Bee-Bots Use Bee-Bots to learn direction and sequencing Computing Theory: Talk about technology in their daily lives	Recognising when something is wrong Digital Permission and Boundaries Screen time balance Real vs. Pretend on screen Keeping information safe My trusted adult
Year 1	Algorithms – Bee-Bots Learn what algorithms are by programming Bee-Bots	Improving mouse skills – Digital Imagery Create simple pictures using a mouse and basic digital	Data Handling: Introduction to data Learning what data is, why it is useful and the different	Using the internet safely Online emotions Always be kind and considerate

		tools. Computing Theory: Spot objects that use digital technology.	ways that it can be gathered and recorded both by humans and computers Computing Theory: Understand what technology is and where we see it.	Posting and sharing online How much time should we spend on technology?
Year 2	What is a computer? Word Processing Identify computer parts and practice typing. Computing Theory: Effectively retrieve content using a search engine.	Programming: Introduction to block coding. Create short animations using coding blocks. Computing Theory: Children describe appropriate email conventions.	Lego Explore	What happens when I post online? How do I keep my things safe online? It's my choice Is it true?
Year 3	Data Handling: Comparison Cards Databases Sort and group information using simple databases. Computing Theory: Learn how the internet helps us share and communicate.	Programming Scratch *Scratch Maze Work as a team to solve problems by coding Lego. Computational Theory: Understand appropriate use of email.	Lego Explore	Beliefs, opinions and facts on the internet Who should I ask? When being online makes me upset Sharing of information Rules of social media platforms
Year 4	Computing Systems and Networks – Networks and Emailing Learn how devices connect and practice safe emailing. Computing Theory:	Lego Explore	Creating Media: Website Design Computing Theory: Choose safe and useful online content.	What happens when I search online? How do companies encourage us to buy online? Fact, opinion or belief? What is a bot?

	Children recognise the main components of hardware that join to make a network.			What is my #TechTimetable like?
Year 5	Micro: Bit Code simple messages and images with block programming. Computing Theory: Understand the value of computer networks and the main dangers linked with personal information.	Lego Spike Crazy Carnival Games	Computing Systems and Networks search engines. Learn how search engines work and find reliable information. Computing Theory: Choose safe and useful online content.	Online protection Online communication Online reputation Online bullying Online health
Year 6	Computing systems and networks: Exploring AI: Exploring what AI is, how it generates text, images and code and its ethical implications	Programming – Intro to Python Write simple code using python with loops and variables. Computing Theory: Children explore the difference between the internet and World Wide Web.	Lego Challenge	Life online Sharing online Creating a positive online reputation Capturing evidence Password protection Think before you click