Year 1 and Year 2					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Technology Around Us (Y1 and Y2)) Recognising technology all around us and beginning to use keyboard and mouse. https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us and https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us https://www.abcya.com/games/find_the_tech Hello Ruby keyboard https://www.helloruby.com/play/12	**Digital Painting (Y1)** Using a paint-like tool to create art Purposely using a range of tools such as fill, line https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting https://www.j2e.com/jit5 Y1) Tuxpaint.org (Y2)	**Introduction to Animation (Y1)** This unit introduces learners to on screen programming through Scratch Jr. **Scratch Jr** Barefoot Computing Scratch Jr https://www.barefootcomputing.org/resources/scratchjr-tinkering-activity Scratch Jr Knock Knock https://www.barefootcomputing.org/resources/scratchjr-knock-knock-joke-activity https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation	**Moving a Robot (Y1)** Introduces early programming concepts using floor robots. Short algorithms and programs. https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot Plus Lesson 1, 2 and 3 https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms **Apps** A.I.E.X Beebot **Barefoot** Lego Building Crazy Characters	**Digital Photographs (Y2) (Cross curricular)** Using a camera or tablet to take photographs to tell a story. Image composition, quality etc https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography **Book Creator** https://www.commonsense.org/education/lesson-plans/using-technology-to-enhance-an-all-about-me-book#1 https://www.commonsense.org/education/lesson-plans/creating-nonfiction-books-about-animals-in-book-creator	**Pictograms (Y2)** **(Cross Curricular)** Data collection as tally charts. Introduces attributes to organise data. Presenting data graphically as pictograms. https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms https://www.ilearn2.co.uk/free--year-2-data-handling.html

Primary 3 - Year 3 and Year 4					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Systems and networks- The internet (Y4) https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet	**Creating media- desktop publishing (Cross curricular)(Y3)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing or **Creating media- Comic Creation** https://www.ilearn2.co.uk/comiccreationteacherfree.html https://www.makebeliefscomix.com/Comix/	**Programming- Sequence in music (Y3)** https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music Start with some tutorials https://scratch.mit.edu/projects/editor/?tutorial=getStarted	**Programming- events and actions(Y3)** https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions https://studio.code.org/s/coursec-2020/stage/15/puzzle/1	**Creating media- photo editing (Cross curricular)(Y4)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing https://pixlr.com/x/	**Creating media- stop-frame animation (Cross curricular)(Y3)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation https://brush.ninja

Primary 4 -Year 4 and Year 5					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
IT-Networks- The Internet (Y4) https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet https://projectevolve.co.uk/toolkit/resources/years/4/managing-online-information	**Creating media-video editing (Cross curricular)(Y5)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing	**Programming- Repetition in games (Y4)** https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games https://studio.code.org/s/coursec-2020/stage/7/puzzle/1	**Programming- Selection in quizzes(Y5)** https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes or Physical Computing with Crumble	**IT-Photo editing(Cross curricular) or Comic Creation(Y4)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing **https://pixlr.com/x** **Or** https://www.ilearn2.co.uk/comiccreationteacherfree.html IT-**Photo editing**(Cross curricular) or **Comic Creation** https://www.makebeliefscomix.com/Comix/	**IT-audio editing (Y4)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing https://projectevolve.co.uk/toolkit/resources/years/year-three/copyright-and-ownership/ https://audiomass.co IT-**audio editing (Could use anchor FM or Band Lab for this)** https://anchor.fm/ Garageband

Primary 5 - Year 5 and Year 6					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Systems and networks- Communication (Y6) https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication	**Creating media-video editing (Cross curricular)(Y5)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing	**Programming- Repetition in games (Y4)** https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games https://studio.code.org/s/coursec-2020/stage/7/puzzle/1	**Programming- Selection in quizzes(Y5)** https://teachcomputing.org/curriculum/key-stage-2/programming-b-selection-in-quizzes or Physical Computing with Crumble	**Creating media- Web page design (Cross curricular)(Y6)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation	**Programming- Creating media-3D Modelling (Cross curricular)(Y6)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling