

Computing Project Evolve Teach Computing	Class 1	Year A - Autumn	Year A - Spring	Year A - Summer
		- Computing systems and networks – Technology around us (Year 1) - Creating media – Digital painting/writing (Year 1) - Privacy and security (EYFS) - Health, well-being and lifestyle (EYFS)	- Programming – Moving a robot (Year 1) - Programming – Introduction to animation (Year 1) - Self-image and identity (EYFS) - Online relationships (EYFS) - Online reputation (EYFS)	- Data and information – Grouping data (Year 1) - Creating Media - Digital painting/writing (Year 1) - Copyright and ownership (EYFS) - Managing online information (EYFS)
		Year B - Autumn	Year B - Spring	Year B - Summer
		- Computing systems and networks – Technology around us (Year 1) - Creating media – Digital painting/writing (Year 1) - Privacy and security (Year 1) - Health, well-being and lifestyle (Year 1)	- Programming – Moving a robot (Year 1) - Programming – Introduction to animation (Year 1) - Self-image and identity (Year 1) - Online relationships (Year 1) - Online reputation (Year 1)	- Data and information – Grouping data (Year 1) - Creating Media - Digital painting/writing (Year 1) - Copyright and ownership (Year 1) - Managing online information (Year 1)

	Class 2	Year A - Autumn	Year A - Spring	Year A - Summer
		- Computing systems and networks – Technology around us (Year 1) - Creating media – Digital painting/writing (Year 1) - Health, well-being and lifestyle (Year 1) - Privacy and security (Year 1)	- Programming – Moving a robot (Year 1) - Programming – Introduction to animation (Year 1) - Self-image and identity (Year 1) - Online relationships (Year 1) - Online reputation (Year 1)	- Data and information – Grouping data (Year 1) - Creating Media - Digital painting/writing (Year 1) - Copyright and ownership (Year 1) - Managing online information (Year 1)
		Year B - Autumn	Year B - Spring	Year B - Summer
		- Computing systems and networks – IT around us (Year 2) - Creating media – Digital Photography (Year 2) - Health, well-being and lifestyle (Year 2) - Self-image and identity (Year 2)	- Creating media – Making music (Year 2) - Data and information – Pictograms (Year 2) - Privacy and security (Year 2) - Copyright and ownership (Year 2) - Managing online information (Year 2)	- Programming – Robot algorithms (Year 2) - Programming – An introduction to quizzes (Year 2) - Online relationships (Year 2) - Online reputation (Year 2)

	Class 3	Year A - Autumn	Year A - Spring	Year A - Summer
		- Computing systems and networks – Connecting computers (Year 3) - Creating media – Animation (Year 3) - Copyright and ownership (Year 3) - Managing online information (Year 3)	- Creating media – Desktop publishing (Year 3) - Data and information – Branching databases (Year 3) - Privacy and security (Year 3) - Self-image and identity (Year 3)	- Programming – Sequence in music (Year 3) - Programming – Events and actions (Year 3) - Health, well-being and lifestyle (Year 3) - Online relationships (Year 3) - Online reputation (Year 3)
		Year B - Autumn	Year B - Spring	Year B - Summer
		- Computing systems and networks – The internet (Year 4) - Creating media – Audio editing (Year 4) - Copyright and ownership (Year 4) - Managing online information (Year 4)	- Creating media – Photo editing (Year 4) - Data and information – Data logging (Year 4) - Self-image and identify (Year 4) - Privacy and security (Year 4)	- Programming – Repetition in shapes (Year 4) - Programming – Repetition in games (Year 4) - Health, well-being and lifestyle (Year 4) - Online relationships (Year 4) - Online reputation (Year 4)

	Class 4	Year A - Autumn	Year A - Spring	Year A - Summer
		• Creating media - Video editing (Year 5) • Creating media - Vector drawing (Year 5) • Online relationships (Year 5) • Online reputation (Year 5) • Self-image and identity (Year 5)	• Computing systems and networks - Sharing information (Year 5) • Data and information - Flat-file databases (Year 5) • Copyright and ownership (Year 5) • Managing online information (Year 5) • Privacy and security (Year 5)	• Programming - Selection in physical computing (Year 5) • Programming - Selection in quizzes (Year 5) • Health, well-being and lifestyle (Year 5)
		Year B - Autumn	Year B - Spring	Year B - Summer
		• Creating media – Webpage creation (Year 6) • Creating media – 3D modelling (Year 6) • Copyright and ownership (year 6) • Online relationships (Year 6) • Privacy and security (Year 6)	• Computing systems and networks – Communication (Year 6) • Data and information – Spreadsheets (Year 6) • Managing online information (Year 6) • Online reputation (Year 6)	• Programming – Variables in games (Year 6) • Programming – Sensing (Year 6) • Health, well-being and lifestyle (Year 6) • Selfimage and identity (Year 6)

