Predominant Area of Computing*

Computer Science (red)	Information Technology (blue)	Digital Literacy (yellow)

*Most units will include aspects of all strands.

	EYFS/Reception	Year 1/2 Milestone 1		Year 3/4 Milestone 2		Year 5/6 Milestone 3	
Autumn 1		Marvellous Me! Or 'U for Unique!'		Our Wonderful Planet Earth		Climb Every Mountain!	
	Mouse and Trackpad skills / Technology Around Us	Unit 1.1 Online Safety & Exploring Purple Mash 4 weeks	Unit 2.5 Effective Searching 3 weeks	Coding 6 weeks see sep breakdown on Computing overview for teaching schedule		Coding 6 weeks see sep breakdown on Computing overview for teaching schedule	
Autumn 2		Colour my world				Shine a Light!	
	Keyboard Skills / Hardware	Unit 1.4 Lego Builders 3 weeks		Unit 3.2 Online Safety 3 weeks	Unit 3.3 Spreadsheets 3 weeks	Unit 5.2 Online Safety 3 weeks	Unit 5.3 Spreadsheets 6 weeks
Spring 1		Space Invaders! **Or** To infinity …		Roman Britain		Electric Energy	
	Drawing Skills / Safety and Privacy	Unit 1.9 Technology outside school 2 weeks	Unit 1.2 Grouping and Sorting 2 weeks	Unit 3.4 Touch Typing 4 weeks	Unit 3.9 Presenting 5 weeks	Unit 5.4 Databases 4 weeks	
Spring 2		Every picture tells a story!				Down the River to the Sea	
	Robots / Quizzes	Unit 2.6 Creating Pictures 5 weeks	Unit 1.8 Spreadsheets 3 weeks	Unit 3.5 Email 6 Weeks		Unit 5.5 Game Creator 5 weeks	
Summer 1		Mr McGregor's Garden		Marvellous Machines		The Great U.S. of A.	
	Sounds / Using Purple Mash with an individual Login	Unit 1.7 Coding 6 weeks		Unit 3.6 Branching Databases 4 weeks	Unit 3.7 Simulations 3 weeks	Unit 5.6 3D Modelling 4 weeks	Unit 5.7 Concept Maps 4 weeks
Summer 2		Knights of Penruddock				Forces	
	Photography	Unit 2.1 Coding 5 weeks		Unit 3.7 Simulations 3 weeks	Unit 3.8 Graphing 3 weeks	Optional Unit 5.9 Using External Devices 6 weeks	

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.
Red: Milestone objectives sequenced to outline when learning should take place. See Chris Quigley Essentials document for more detail. Objectives to be repeated to ensure recall/revisiting prior learning.

Year B

Predominant Area of Computing*

🟥 Computer Science	🟦 Information Technology	🟨 Digital Literacy

*Most units will include aspects of all strands.

	EYFS/Reception	Year 1/2 Milestone 1		Year 3/4 Milestone 2		Year 5/6 Milestone 3	
Autumn 1		Home Sweet Home		Our Local Area		The Vikings are Coming!	
	Mouse and Trackpad skills Technology Around Us	Unit 1.1 Online Safety & Exploring Purple Mash 4 weeks	Unit 1.5 Maze Explorers 3 weeks	Coding 6 weeks see sep breakdown on Computing overview for teaching schedule		Coding 6 weeks see sep breakdown on Computing overview for teaching schedule	
Autumn 2		Time Travellers!				Refugees	
	Keyboard Skills Hardware	Unit 2.4 Questioning 5 weeks	Unit 2.2 Online Safety 3 weeks	Unit 4.2 Online Safety 4 weeks	Optional Unit 4.9 Making Music 4 weeks	Unit 6.2 Online Safety 3 weeks	Unit 5.3 Spreadsheets 5 weeks
Spring 1		Frozen Planet!		The Theory of Everything		Food, Glorious Food!	
	Drawing Skills Safety and Privacy	Unit 1.6 Animated Story Books 5 weeks		Unit 4.3 Spreadsheets 6 weeks		Unit 6.4 Blogging 4 weeks	
Spring 2		Bright Lights, Big City!				Ancient Greece	
	Robots Quizzes	Unit 2.7 Making Music 3 weeks		Unit 4.4 Writing for different audiences 5 weeks		Unit 6.5 Text Adventures 5 weeks	
Summer 1		Rumble in the jungle!		Early Civilization		Our Precious Planet	
	Sounds Using Purple Mash with an individual Login	Unit 2.3 Spreadsheets 4 weeks	Unit 1.3 Pictograms 3 weeks	Unit 4.5 Logo 4 weeks	Unit 4.6 Animation 3 weeks	Unit 6.6 Networks 3 weeks	Optional Unit 6.8 Understanding Binary 4 weeks
Summer 2		Beside the seaside				Earth and Space	
	Photography	Unit 1.3 Pictograms 3 weeks	Unit 2.8 Presenting Ideas	Unit 4.7 Effective Search 3 weeks	Unit 4.8 Hardware Investigators 2 weeks	Unit 6.7 Quizzing 6 weeks	

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.
Red: Milestone objectives sequenced to outline when learning should take place. See Chris Quigley Essentials document for more detail. Objectives to be repeated to ensure recall/revisiting prior learning.

Coding Breakdown

YEAR 3 & 4 - CYCLE A					
Using Flowcharts

Unit 3.1, Lesson 1 | Using Timers

Unit 3.1, Lesson 2 | 'if' statements

Unit 4.1, Lesson 2 | Coordinates

Unit 4.1, Lesson 3 | Code, Test and Debug – Unit 3.1, Lesson 4 | Design, Code, Test and Debug

Unit 4.1, Lesson 1 |
| **YEAR 3 & 4 - CYCLE B** | | | | | |
| Using Repeat

Unit 3.1, Lesson 3 | Repeat Until and 'if/else' Statements

Unit 4.1, Lesson 4 | Number Variables

Unit 4.1, Lesson 5 | Design and Make an Interactive scene

Unit 3.1, Lesson 5-6 | | Making a Playable game – Unit 4.1, Lesson 6 |

Coding Breakdown

YEAR 5 & 6 - CYCLE A					
Coding Efficiently

Unit 5.1, Lesson 1 | Simulating a physical system

Unit 5.1, Lesson 2 | Friction and Functions

Unit 5.1, Lesson 4 | Introducing Strings

Unit 5.1, Lesson 5 | Text Variable and Concatenation

Unit 5.1, Lesson 6 | User Input

Unit 6.1, Lesson 5 |
| **YEAR 5 & 6 - CYCLE B** | | | | | |
| Designing and writing a more complex program

Unit 6.1, Lessons 1 & 2 | Decomposition and Abstraction

Unit 5.1, Lesson 3 | Using Functions

Unit 6.1, Lesson 3 | Flowcharts and control simulations

Unit 6.1, Lesson 4 | Text Adventure

Unit 6.1, Lesson 6 | |

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.

Red: Milestone objectives sequenced to outline when learning should take place. See Chris Quigley Essentials document for more detail. Objectives to be repeated to ensure recall/revisiting prior learning.