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| **Key Stage 1 2024-2025 Cycle B (Year 2 curriculum units)** | | | | | | |
|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| Teach  Computing | Computing systems and networks:  Technology around us | Creating media:  Digital printing | Programming A: Moving a robot | Creating media:  Digital writing | Programming B:  Programming animations | Data and information: Grouping data |
| Project  Evolve | * Self-image and identity * Privacy and security * Online bullying | | * Online relationships * Health, well-being and lifestyle | | * Online reputation * Managing online information * Copyright and ownership | |
| **Key stage 1 2025-2026 Cycle A (Year 1 curriculum units)** | | | | | | |
|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| Teach Computing | Computing systems and networks:  IT around us | Creating media:  Digital photography | Programming A:  Robot algorithms | Data and information:  Pictograms | Programming B:  Programming quizzes | Creating media:  Digital music |
| Project  Evolve | * Self -image and identity * Online relationships * Online reputation | | * Online bullying * Managing online information * Health, well-being and lifestyle | | * Privacy and security * Copyright and ownership | |

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| **Lower Key Stage 2 2024-2025 Cycle B (Year 4 curriculum units)** | | | | | | |
|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| Teach  Computing | Computing systems and networks:  Connecting computers | Creating media:  Branching databases | Programming A: sequencing sounds | Creating media:  Stop frame animation | Programming B:  Events and actions in programs | Data and information: Desktop publishing |
| Project  Evolve | * Self-image and identity * Online relationships * Online bullying | | * Online reputation * Managing online information | | * Health, well-being and lifestyle * Privacy and security * Copyright and ownership | |
| **Lower Key stage 1 2025-2026 Cycle A (Year 3 curriculum units)** | | | | | | |
|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| Teach Computing | Computing systems and networks:  The Internet | Creating media:  Audio Production | Programming A:  Repetition in shapes | Data and information:  Data logging | Programming B: Events and actions in programs | Creating media:  Photo editing |
| Project  Evolve | * Self-image and identity * Online reputation * Online bullying | | * Online relationships * Privacy and security | | * Managing online information * Health, well-being and lifestyle * Copyright and ownership | |

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| **Upper Key Stage 2 2024-2025 Cycle B (Year 6 curriculum units)** | | | | | | |
|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| Teach  Computing | Computing systems and networks:  Systems and Searching | Creating media:  Vector graphics | Programming A: selection in physical computing  (Crumbles / micro-bits) | Data and information:  Flat file data bases | Programming B:  Selection in quizzes | Creating media:  Video production |
| Project  Evolve | * Self-image and identity * Online relationships * Online reputation | | * Online bullying * Health, well-being and lifestyle * Copyright and ownership | | * Managing online information | |
| **Upper Key stage 2 2025-2026 Cycle A (Year 5 curriculum units)** | | | | | | |
|  | **Term 1** | **Term 2** | **Term 3** | **Term 4** | **Term 5** | **Term 6** |
| Teach Computing | Computing systems and networks:  IT around us | Creating media:  Web page design | Programming A:  Variables in games | Data and information:  spreadsheets | Programming B:  Sensing movement | Creating media:  3D Modelling |
| Project  Evolve | * Self-image and identity * Online relationships * Online reputation | | * Online bullying * Health, wellbeing and lifestyle * Copyright and ownership | | * Managing online information | |