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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** |
| TeachComputing | 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** |
| TeachComputing | 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
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| **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** |
| TeachComputing | 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
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