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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| Reception | Running throughout the whole year within all areas.  computer, ipads, laptops, IWB, beebots, walkie-talkies, cameras, hand held devices | | | | | |
| Year 1 | Coding  Cats and Dogs | Creative Computing | Awesome Animations | Terrific Technology | Coding  Cats and Dogs 2 | Digital Citizenship  (Stranger danger animation) |
| Year 2 | Game Making | Animation | Online treasure hunt | Presenting our school | Coding a story | Digital Citizenship (eSafety Interactive story game) |
| Year 3 | Solving problems with Algorithms | School Radio Show | Gathering Data | Presenting Data | Game Design Scratch | Digital Citizenship (online wellbeing Podcast) |
| Year 4 | Physical Systems Coding recycled musical instruments | Multimedia Quiz | Creating Game Show characters | Analysing Data Game Competition | Quiz Game | Digital Citizenship (Social media quiz game) |
| Year 5 | Arcade Gaming | Photo editing  Movie Posters | Computing History | Analysing data Questionnaire results | Physical computing Gaming | Digital Citizenship  (eSafety game to teach younger pupils) |
| Year 6 | Robotics | Video Editing  Try not to laugh video | Web Design | Game Hacking  (Using data modelling to improve the outcome of games) | Arcade Gaming | Digital Citizenship  (creating a digital citizenship website) |