



EYFS	Barefoot Computing	code.org	Project Evolve (E-Safety)
Autumn Term	Awesome Autumn	CS Pre-reader Express	<p>The Unit titles below are the same for each year, and they can be taught in any order</p> <ol style="list-style-type: none"> 1. Privacy & Security 2. Self-Image & Identity 3. Online Reputation 4. Online Relationships 5. Online Bullying 6. Copyright & Ownership 7. Health, Well-being & Lifestyle 8. Managing Online Information
Spring Term	Winter Warmers Busy Bodies		
Summer Term	Boats Ahoy Summer Fun		



Year 1	Teach Computing Units of work	<u>code.org</u>	Project Evolve (E-Safety)
Autumn Term	Computing systems and networks, Digital Painting		The Unit titles below are the same for each year, and they can be taught in any order
Spring Term	Grouping Data,	Fundamental Course A	<ol style="list-style-type: none"> 1. Privacy & Security 2. Self-Image & Identity 3. Online Reputation 4. Online Relationships 5. Online Bullying 6. Copyright & Ownership 7. Health, Well-being & Lifestyle 8. Managing Online Information
Summer Term	Digital Writing		



Year 2	Teach Computing Units of work	code.org	Project Evolve (E-Safety)
Autumn Term	IT around us, Digital Photography		<p>The Unit titles below are the same for each year, and they can be taught in any order</p> <ol style="list-style-type: none"> 1. Privacy & Security 2. Self-Image & Identity 3. Online Reputation 4. Online Relationships 5. Online Bullying 6. Copyright & Ownership 7. Health, Well-being & Lifestyle 8. Managing Online Information
Spring Term	Pictograms	Fundamental Course B	
Summer Term	Digital Music		



Year 3	Teach Computing Units of work	code.org	Project Evolve (E-Safety)
Autumn Term	Connecting computers, Stop-frame animation		<p>The Unit titles below are the same for each year, and they can be taught in any order</p> <ol style="list-style-type: none"> 1. Privacy & Security 2. Self-Image & Identity 3. Online Reputation 4. Online Relationships 5. Online Bullying 6. Copyright & Ownership 7. Health, Well-being & Lifestyle 8. Managing Online Information
Spring Term	Branching Databases	Fundamental Course C	
Summer Term	Desktop Publishing		



Year 4	Teach Computing Units of work	code.org	Project Evolve (E-Safety)
Autumn Term	The internet, Audio Production		The Unit titles below are the same for each year, and they can be taught in any order
Spring Term	Data Logging	Fundamental Course D	<ol style="list-style-type: none"> 1. Privacy & Security 2. Self-Image & Identity 3. Online Reputation 4. Online Relationships 5. Online Bullying 6. Copyright & Ownership 7. Health, Well-being & Lifestyle 8. Managing Online Information
Summer Term	Photo Editing		



Key Stage	Yr	Code.org				NCEC Teach Computing						
		Course	NEW ORDER	Units/Lessons	Works with PC, Laptop, Chromebooks & Tablets	NEW ORDER	Units	Desktop or laptop	Chromebook	Tablet	Software or hardware	
Key Stage 1	Yr 1	Fundamentals Course A		Digital Citizenship L1-2	●	1	1.1 Computing Systems & Networks	✓	●	●	paintz.app	
			3	Sequencing L3-6	●	2	1.2 Digital Painting	✓	●	●	Microsoft Paint or paintz.app	
			4	Loops L7-10	●		1.3 Moving a robot					Bee-Bot, Blue-Bot, or other fixed-movement floor
			5	Events L11-12	●	6	1.4 Grouping Data	✓	●	●	●	Google Slides or Microsoft PowerPoint
			(Optional)	End of Course L13	●	7	1.5 Digital writing -	✓	●	●	●	Google Docs or Microsoft Word
							1.6 Programming animations	●	●	✓	ScratchJr	
	✓ Used for the unit & reflected in lesson screenshots • Can be used as an alternative • (Blue Icon) Click on icon for help to install											
		Yr 2	Course B		Digital Citizenship L1	●	8	2.1 IT around us	✓	●	●	Google Slides or Microsoft PowerPoint
	10			Sequencing L2-5	●	9	2.2 Digital photography	✓			●	Digital camera
	11			Loops L6-9	●		2.3 Robot algorithms (Sequencing)					
12	Impacts of Computing L10			●	14	2.4 Pictograms	✓	●	●	●	●	j2data Pictogram
13	Events L11-12			●	15	2.5 Digital Music	✓	●	●	●	●	Chrome Music Lab
	(Optional)	End of Course L13	●			2.6 Programming quizzes	●	●	✓	ScratchJr		
✓ Used for the unit & reflected in lesson screenshots • Can be used as an alternative • (Blue Icon) Click on icon for help to install												
Key Stage 2	Yr 3	Course C		Digital Citizenship L1	●	16	3.1 Connecting computers	✓	●	●	Painting program (any)	
			18	Sequencing L2-6	●	17	3.2 Stop-frame animation	●	●	✓	●	iMotion
			19	Loops L7-10	●		3.3 Sequencing sounds (Sequencing)	✓	●		●	Scratch
			20	Events L11-13	●	21	3.4 Branching databases	✓	●	●	●	j2data Branch and Pictogram
			23	Data L14-15	●	22	3.5 Desktop publishing	✓	●		●	Adobe Spark
			(Optional)	End of Course L16	●		3.6 Events and actions in programs (Events & Sequencing)	✓	●	●	●	Scratch
	✓ Used for the unit & reflected in lesson screenshots • Can be used as an alternative • (Blue Icon) Click on icon for help to install											
		Yr 4	Course D		Digital Citizenship L1	●	24	4.1 The internet	✓	●	●	Various websites
	26			Sequencing L2-5	●	25	4.2 Audio production	✓	●	●	●	Audacity
	27			Events L6-8	●		4.3 Repetition in shapes (Loops & Text Based)	✓	●	●	●	FMSLogo
	28			Loops L9-11	●	30	4.4 Data logging	✓	●	●	●	Data loggers for PC, Laptops, Chromebooks & Ipad
	29			Conditionals L12-16	●	31	4.5 Photo editing	✓	●	●	●	Paint.NET (for Microsoft Windows)
	(Optional)			End of Course L17	●		4.6 Repetition in games (Loops)	✓	●	●	●	Scratch
	✓ Used for the unit & reflected in lesson screenshots • Can be used as an alternative • (Blue Icon) Click on icon for help to install											
		Yr 5	Course E		Digital Citizenship L1-2	●	32	5.1 Systems and searching	✓	●	●	Google Slides
	34			Sprites L3-5	●	33	5.2 Video production	✓	●	●	●	Microsoft Photos (for Microsoft Windows 10)
	35			Nested Loops L6-8	●		5.3 Selection in physical computing (Conditions & Sequencing)	✓	●	●	●	Crumble controller + starter kit + motor
	36			Functions L9-11	●	39	5.4 Flat-file databases	✓	●	●	●	j2data Database
37	Conditionals L12-14			●	40	5.5 Introduction to vector graphics	✓	●	●	●	Google Drawing	
	(Optional)	Impacts of Computing L15-16	●			5.6 Selection in quizzes (Conditions & Selection - Sequencing)	✓	●	●	Scratch		
✓ Used for the unit & reflected in lesson screenshots • Can be used as an alternative • (Blue Icon) Click on icon for help to install												
	Yr 6	Course F		Digital Citizenship L1	●	41	6.1 Communication and collaboration	✓	●	●	Google Slides	
43			Sprites L2-5	●	42	6.2 Webpage creation	✓	●	●	●	Google Sites	
44			Variables L6-11	●		6.3 Variables in games (Variables - Sequencing)	✓	●	●	●	Scratch	
45			Data & Simulations L12-15	●	46	6.4 Spreadsheets	✓	●	●	●	Google Sheets or Microsoft Excel	
	(Optional)	End of Course L16	●	47	6.5 Introduction to 3D modelling	✓	●	●	●	Tinkercad		
						6.6 Sensing (Consolidating Yrs 3, 4, 5 & 6)	✓	●	●	●	micro:bit and Microsoft MakeCode	
✓ Used for the unit & reflected in lesson screenshots • Can be used as an alternative • (Blue Icon) Click on icon for help to install												

Years 1-6 also includes 8 Units from Project Evolve mapped to the 'Education for a Connected World' Curriculum Framework Learning Objectives

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3. Online Reputation
4. Online Relationships
5. Online Bullying
6. Copyright & Ownership
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