

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4
AUTUMN TERM UNITS	EYFS - Autumn 1	Year 1 - Autumn 1	Year 2 - Autumn 1	Year 3 - Autumn 1	Year 4 - Autumn 1
	Awesome Autumn Explore patterns in Garlands Galore, create a leaf labyrinth and make pumpkin soup using computational thinking skills.	Beebot Explorers Can you code a robot? Learn to control a BeeBot by sequencing algorithms and predicting the program outcomes.	Fundamentals in Coding How can you create a Computer programme? Explore computational thinking skills such as decomposition and sequencing in different programming languages.	Sequencing sounds Can you code a music sequence? Create sequences in a block-based programming language (Scratch) to make music using different forms of input.	Cryptography unit How has technology been used to crack codes? Explore how computers interpret data from Binary and how the invention of the very first computer has impacted the world.
	EYFS - Autumn 2	Year 1 - Autumn 2	Year 2 Autumn 2	Year 3 Autumn 2	Year 4 - Autumn 2
	Winter Warmers Snowmen scarves and patterns, creating igloos and bird feeders– all take centre stage in our three winter themed activities.	Digital Painting How do I use technology to create artwork? To create digital art by taking photographs, drawing using different brushes and rotating shapes to create your own masterpiece.	Art Attack Can I take and edit my own photographs? Explore how to capture and manipulate shapes and images using different art programmes	Be Internet Smart How can I be internet smart? Know how to be internet smart by exploring what information we should share but also keep private on the internet.	Repetition in Shapes Why should be use loops in code? Use a block-based programming language to explore count-controlled loops when drawing shapes.
SPRING TERM UNITS	EYFS - Spring 1	Year 1 - Spring 1	Year 2 - Spring 1	Year 3 - Spring 1	Year 4 - Spring 1
	Super Space Includes 3 space themed activities to develop pupils computational thinking an problem solving skills. Include creating algorithms and spotting patterns.	Just Dance Can you code a dance routine? Plan, write and sequence algorithms to create a programme using unplugged and blockbased coding languages.	Robot Algorithms Can you navigate a robot to overcome obstacles? Write, plan, sequence and debug algorithms, in both using a robotic device (Beebot) and a block-based coding language (Scratch Jnr).	Events and Actions in Programmes What are the different ways I can trigger data? Write algorithms and programs that use a range of events to trigger sequences of actions	Top Trumps Can you create your own mythical beast? Create your own mythical underwater animal using image editing software to combine and modify images. Enter data on a database to compare
	EYFS - Spring 2	Year 1 - Spring 2	Year 2 - Spring 2	Year 3 - Spring 2	Year 4 - Spring 2
	Spring Time! Three spring themed activities see the children make a rabbit run, crate junk scarecrows and explore sequencing whilst planting seeds.	Clean Water Why should everyone have clean water? Plan, design and create your own drinks labels with the aid of a computer.	Computer Museum How has technology changed over time? Understand and discover the impact of technology on the world and identify how it helps us by collating a museum of old hardware, including phones, laptops, and tablets.	Branching Database How can we organise data? Collect, organise and sort data into a branching database.	Be Internet Alert How can I be Internet Alert? Understand how and why we need to be alert online and what to do if we are concerned about playing a game online.
SUMMER TERM UNITS	EYFS - Summer 1	Year 1 - Summer 1	Year 2 - Summer 1	Year 3 - Summer 1	Year 4 - Summer 1
	Boats Ahoy! Takes the children on a journey of discovery as they investigate boats.	Wildlife Data What wildlife lives around school? Learn to sort, group and compare data by looking at the different wildlife in the local habitat around school.	Animals How do we combine text and shapes to create patterns? Explore how to combine text and images to recreate animal patterns. Also explore the impact of sharing	Animation Can you create a stoptime animation? Explore different types of animation before planning a storyboard and creating stop-time animation.	Repetition in Games What are the different types of loop we can use in a code? Use a block-based programming language to explore controlled and infinite loops when creating a
	EYFS - Summer 2	Year 1 - Summer 2	Year 2 - Summer 2	Year 3 - Summer 2	Year 4 - Summer 2
	Summer Fun Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams.	Technology Around Us What is technology is used for? Identify the different types of technology around them and the impact it has on their daily lives.	Investigators How can I use data to track can sustainable recycling? Plan and run an investigation by collecting data from a variety of sources and presenting it in pictograms and charts.	Connecting Computers How are computers connected around the world? Know that digital device has inputs, processors and outputs and how devices can be connected to make networks.	How does the internet work How does the internet work? Know that the internet is a global network of computers, servers and routers that are interconnected.
SUBSTANTIVE CONCEPTS	Understanding Technology	Online Safety	Programming		