

Infant Computing: (Two Year Cycle)

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2025-26 2027-28 2029-30	Online Safety (Y2)	Computing systems and networks: What is a computer?	Programming: Algorithms and debugging	Computing systems and networks: Word processing	Stop Motion	Data Handling: International Space Station
2026-27 2028-29 2030-31	Online Safety (Y1) Computing systems and networks: Improving mousepad skills	Programming: Algorithms unplugged	Programming: Beebots	Data Handling: Introduction to data (link to science)	Skills Showcase: Rocket to the moon (link with science)	Creating media: Digital imagery

Junior Computing: (Four Year Cycle)

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2025-26 2029-30	Online Safety	Data Handling: Comparison cards and databases	Data Handling: Investigating weather	Data Handling: Mars Rover 1	Data Handling: Big Data 1	Skills showcase: Mars Rover 2
2026-27 2030-31	Online Safety	Creating media: Video trailers	Creating media: Stop Motion Animation	Computing and network Systems: Networks	Computing and network Systems: Journey Inside a computer	Skills showcase: HTML
2027-28	Online Safety	Computing and network Systems: Collaborative Learning	Computing and network Systems: Search Engines	Computing and network Systems: Bletchley Park and the History of computers	Computing and network Systems: AI	Skills showcase: Inventing a product
2028-29	Online Safety	Programming: Programming Scratch	Programming 1: Further coding with scratch	Programming 2: Computational Thinking	Programming: Programming Music	Programming: Intro to Python