Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	Set up continuous provision in your classroom	Computing systems and networks 1: Using a computer	Programming 1: All about instructions	Computing systems and networks 2: Exploring hardware	Programming 2: Programming Bee-Bots	Data handling: Introduction to data
	Online safety: Year R					
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged	Skills showcase: Rocket to the moon	Programming 2: BeeBot	Creating media: Digital imagery	Data handling: Introduction to data
	Online safety: Year 1 Learning about online safety, including using useful tips to stay safe when online; how to manage feelings and emotions when someone or something has upset us online; learning about the responsibility we have as online users; exploring the idea of a 'digital footprint'					
Year 2	Computing systems and networks 1: What is a computer	Programming 1: Algorithms and debugging	Computing systems and networks 2: Word processing	Programming 2: Scratch Jr	Creating media: Stop motion	Data handling: International Space Station
	Online safety: Year 2 Learning about online safety, including: what happens to information posted online; how to keep things private online; who we should ask before sharing online; describing different ways to ask for, give, or deny permission online.					