	General Computing Skills	Communication and Language	Expressive Arts	PSED	Mathematics	Understanding the World
Reception	- Using a touchscreen - Using a tablet - Play matching and sorting games - Keyboards - Saving work - Logging in - Uploading onto Seesaw/accounts	- Explain from pictures/videos - Create a story - Stories/Scenes - Using Simple City - Recording	- Drawing/ Creating images - Listening to music - Creating sounds	- Children share and take turns using devices - Communication to use devices - Responsibility using resources - Using tablets/Purple Mash - Using the interactive whiteboard - Discuss use of technology at school and outside - Identifying emotions	- Maths City - Looking at shapes - Using and writing numbers - Matching numbers and objects - Number bonds - Pictograms - Clocks - Everyday context	- All about me and feelings - Events and religion - Celebrations - Old and new technology - Topic Pins (weather, animals, etc.) - Connecting ideas

Year A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1/2	1.1 **Online Safety & Exploring Purple Mash** (L1&2) 1.9 **Technology outside of school** (2 lessons)	2.8 **Presenting Ideas** (4 lessons)	1.3 **Pictograms** (3 lessons)	1.5 **Maze Explorers** (3 lessons) 1.1.**Online Safety…** (L3)	2.1 **Coding** (5 lessons) 1.1 **Online Safety…** (L4)	
Y3/4	**Coding** – Cycle A (6 lessons) 4.2 **Online Safety** (L1)		4.7 **Effective Searching** (3 lessons) 4.2 **Online Safety** (L2)	3.3 **Spreadsheets** (3 lessons)	4.5 **Logo** (4 lessons) 4.2 **Online Safety** (L3&4)	
Y5/6	**Coding** – Cycle A (6 lessons) 6.2 **Online Safety** (L1)		6.6 **Networks** (3 lessons)	6.4. **Blogging** (4 lessons)	6.2 **Online Safety** (L2) 5.3 **Spreadsheets** (6 lessons)	

Year B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1/2	2.5 **Effective Search** (3 lessons)	1.2 **Grouping & Sorting** (2 lessons) 2.2 **Online Safety** (L1)	2.4 **Questioning** (5 lessons) 2.2 **Online Safety** (L2)		1.7 **Coding** (6 lessons) 2.2 **Online Safety** (L3)	
Y3/4	**Coding** – Cycle B (6 lessons) 3.2 **Online Safety** (L1)		3.5 **Email** (6 lessons) 3.2 **Online Safety** (L2)		3.9 **Presenting** (Microsoft PowerPoint/Google Slides) (5/6 lessons)	
Y5/6	**Coding** – Cycle B (6 lessons) 5.2 – **Online Safety** (L1)		6.5 **Text adventures** (5 lessons) 5.2 – **Online Safety** (L2&3)		6.9 **Spreadsheets** (8 lessons)	

Year 3 & 4 – Coding Cycle A					
Using Flowcharts Unit 3.1; Lesson 1	Using Timers Unit 3.1; Lesson 2	Using 'if' Statements Unit 4.1; Lesson 2	Coordinates Unit 4.1; Lesson 3	Code, Test, and Debug Unit 3.1; Lesson 4	Design, Code, Test and Debug Unit 4.1; Lesson 1

Year 3 & 4 – Coding Cycle B				
Using Repeat Unit 3.1; Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1; Lesson 4	Number Variables Unit 4.1; Lesson 5	Design and Make an Interactive Scene Unit 3.1; Lesson 5/6	Making a Playable Game Unit 4.1; Lesson 6

Year 5 & 6 – Coding Cycle A					
Coding Efficiently Unit 5.1; Lesson 1	Simulating a Physical System Unit 5.1; Lesson 2	Friction and Functions Unit 5.1; Lesson 4	Introducing Strings Unit 5.1; Lesson 5	Text Variable and Concatenation Unit 5.1; Lesson 6	User Input Unit 6.1; Lesson 5

Year 5 & 6 – Coding Cycle B				
Designing and Writing a More Complex Program Unit 6.1; Lesson 1/2	Decomposition and Abstraction Unit 5.1; Lesson 3	Using Functions Unit 6.1; Lesson 3	Flowcharts and Control Simulations Unit 6.1; Lesson 4	Text Adventure Unit 6.1; Lesson 6