Cycle A - 2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Digital Writing	Grouping Data	Data and Information – Pictograms	Programming – Introduction to animation	Programming – An introduction to Quizzes	Creating Music
Year 3/4	Desktop Publishing 2.5, 2.6	Branching Databases 2.6	Programming – Events in action	Creating media- photo editing	Data logging using microbits	Programming – Repetition in games.
Year 5/6	Creating Media – Vector drawings.	Selection in physical computing	Selection in quizzes	Flat-file databases	3D Modelling	Sensing

Cycle B - 2027-2028

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	Technology around us	Information Technology around us	Digital Painting	Digital Photography	Moving a robot	Robot Algorithms
Year 3/4	Connecting Computers	The Internet	Stop-frame Animation	Audio editing	Sequence in music	Repetition in shapes
Year 5/6	Sharing information	Communication	Video editing	Web page creation	Variables in games	Introduction to spreadsheets