



	Unit 1	Unit 2	Unit 3
Year 1	Computing Systems and Networks: Technology Around Us (Y1) 1. Online Safety - Using computers safely 2. Lesson 1-Technology in our Classroom 3. Lesson 2-Using computer technology 4. Lesson 3- Developing mouse skills 5. Lesson 4- Using a keyboard 6. Lesson 5- Developing Keyboard skills	Programming (A): Moving a Robot (Y1) 1. Online Safety - 2. Lesson 1-Buttons 3. Lesson 2-Directions 4. Lesson 3-Forwards and Backwards 5. Lesson 4-4 Directions 6. Lesson 5-Getting There	Creating Media: Digital Writing (Y1) 1. Online Safety 2. Lesson 1-Exploring the Keyboard 3. Lesson 2-Adding and Removing text 4. Lesson 3-Exploring the Toolbar 5. Lesson 4-Making Changes to a Text 6. Lesson 5-Explaining my Choices
Year 2	Data and Information: Pictograms (Y2) 1. Online Safety 2. Lesson 1- Counting and Comparing 3. Lesson 2-Entering the Data 4. Lesson 3- Creating Pictograms 5. Lesson 4- What is an attribute? 6. Lesson 5- Comparing People	Programming (A): Robot Algorithms (Y2) 1. Online Safety - 2. Lesson 1- Giving Instructions 3. Lesson 2- Same but Different 4. Lesson 3- Making Predictions 5. Lesson 4- Maps and Routes 6. Lesson 5- Algorithm Design	Programming (B): Programming Quizzes (Y2) 1. Online Safety 2. Lesson 1- Scratch Junior Recap 3. Lesson 2-Outcomes 4. Lesson 3- Using a Design 5. Lesson 4- Changing a Design 6. Lesson 5- Designing and Creating a Programme
Year 3	Connecting Systems and Networks (Y3) 1. Online Safety-online relationship (people they have never met) 2. Lesson 1 – How does a digital device work? 3. Lesson 2 -What parts make up a digital device? 4. Lesson 3 -How do digital devices help us? 5. Lesson 4 -How am I connected? 6. Lesson 5 -How are computers connected?	Programming (A): Sequencing Sounds (Y3) 1. Online Safety-Online relationships (people behave differently online) 2. Lesson 1-Introduction to Scratch 3. Lesson 2- Programming Sprites 4. Lesson 3- Sequences 5. Lesson 4- Ordering Commands 6. Lesson 5- Looking Good	Programming (B): Events and Actions in Programmes (Y3) 1. Online Safety- Pretending to be someone else 2. Lesson 1- Moving a Sprite 3. Lesson 2- Maze movement 4. Lesson 3-Drawing Lines 5. Lesson 4-Adding Features 6. Lesson 5- Debugging Movement



Year 4	Computing Systems and Networks: The Internet (Y4) 1. Online Safety-Online Game age limits 2. Lesson 1 – Connect Networks 3. Lesson 2 – What is the internet made of? 4. Lesson 3 – Sharing Information 5. Lesson 4 – What is a website? 6. Lesson 6 – Can I believe what I read?	Programming (B): Repetition In Games (Y4) 1. Online Safety- 2. Lesson 1-Using loops to create shapes 3. Lesson 2-Different loops 4. Lesson 3-Animate your name 5. Lesson 4-Modify a Game 6. Lesson 5-Designing a Game/Creating a Game (combination of Lessons 5 + 6)	Desktop Publishing (Y3): 1. Online Safety-material online been circulated and how it can't be deleted 2. Lesson 1-Words and Pictures 3. Lesson 2- Can you edit it? 4. Lesson 3- Great template 5. Lesson 4- Becoming a designer 6. Lesson 5- Lay it out
Year 5	Systems and Searching (Y5) 1. Online Safety-Privacy and Location settings 2. Lesson 1 - Systems 3. Lesson 3 - Searching the web 4. Lesson 4 – Selecting Results 5. Lesson 5 – How are results ranked? 6. Lesson 6 – How are searches influenced?	Intro to Google Classroom 1. Online Safety-caution about sharing information 2. Navigating GC and accessing an assignment 3. Word Processing (changing features of text) 4. Word Processing (typing and adding images) 5. Email (sending simple emails) 6. Email (sending attachments and CC)	Micro:bits 1 1. Online Safety 2. Programming the micro:bit (name tag) 3. Using random number generators (dice) 4. Using events (smiley buttons) 5. Varying inputs (pet hamster) 6. Using selection (Rock, Paper, Scissors V2)
Year 6	Programming A – Variables in Games (Y6) 1. Online Safety-Minimum age for social media 2. Lesson 1 - Introducing Variables 3. Lesson 2 -Variables in Programming 4. Lesson 3 - Improving a Game 5. Lesson 4 - Becoming a Games Designer 6. Lesson 5 - Design to Code	Spreadsheets on Google Classroom 1. Online Safety-Content that inappropriate and upsetting 2. Cells and cell references 3. Formulae 4. Formulae and SUM 5. Presenting data 6. Final project	Micro:bits 2 1. Online Safety-What to do when feel worried or concerned about something they have seen or engaged online 2. Micro:bit arcade 3. Micro:bit arcade 4. Cutebots 1 5. Cutebots 2 6. Cutebots 3

Units in BLACK are taken directly from the teach computing scheme of work; lessons in GREEN have been written by the BLP to support transition.