

3 School Fellowship 2 Year Planning Cycles COMPUTING

Blocks of Learning can be taught in any order within a specified year and represent one term's worth of teaching and learning
Resources: Teach Computing (Computing resources) <https://teachcomputing.org/curriculum> & Project Evolve (Online Safety resources)

YEAR A		BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5	BLOCK 6
Year 1/2	Online Safety	Self-Image & Identity Privacy & Security	Online Bullying	Online Reputation	Health, Wellbeing & Lifestyle	Online Relationships	Managing Online Information Copyright & Ownership
	Computing	Programming (Y1)	Multimedia (Y1)	Digital Literacy (Y1)	Programming (Y2)	Multimedia (Y2)	Digital Literacy (Y2)
	Possible Contexts	Moving a robot	Digital Painting	Technology Around Us	Introduction to quizzes	Making Music	Pictograms
Year 3/4	Online Safety	Self-Image & Identity Privacy & Security	Online Bullying	Online Reputation	Health, Wellbeing & Lifestyle	Online Relationships	Managing Online Information Copyright & Ownership
	Computing	Programming (Y3)	Multimedia (Y3)	Digital Literacy (Y3)	Programming (Y4)	Multimedia (Y4)	Digital Literacy (Y4)
Possible Contexts	Possible Contexts	Events and actions	Animation	Connecting Computers	Repetition in shapes	Photo editing	The Internet
Year 5/6	Online Safety	Self-Image & Identity Privacy & Security	Online Bullying	Online Reputation	Health, Wellbeing & Lifestyle	Online Relationships	Managing Online Information Copyright & Ownership
	Computing	Programming (Y5)	Multimedia (Y5)	Digital Literacy (Y5)	Programming (Y6)	Multimedia (Y6)	Digital Literacy (Y6)
Possible Contexts	Possible Contexts	Selection in physical computing	Vector Drawing	Sharing Information	Variables in games	3D Modelling	Communication

YEAR B		BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5	BLOCK 6
Year 1/2	Online Safety	Self-Image & Identity Privacy & Security	Online Bullying	Online Reputation	Health, Wellbeing & Lifestyle	Online Relationships	Managing Online Information Copyright & Ownership
	Computing	Programming (Y1)	Multimedia (Y1)	Digital Literacy (Y1)	Programming (Y2)	Multimedia (Y2)	Digital Literacy (Y2)
Possible Contexts	Possible Contexts	Introduction to animation	Digital Writing	Grouping Data	Robot algorithms	Digital Photography	IT around us
Year 3/4	Online Safety	Self-Image & Identity Privacy & Security	Online Bullying	Online Reputation	Health, Wellbeing & Lifestyle	Online Relationships	Managing Online Information Copyright & Ownership
	Computing	Programming (Y3)	Multimedia (Y3)	Digital Literacy (Y3)	Programming (Y4)	Multimedia (Y4)	Digital Literacy (Y4)
Possible Contexts	Possible Contexts	Sequence in music	Desktop Publishing	Branching Databases	Repetition in games	Audio editing	Data logging
Year 5/6	Online Safety	Self-Image & Identity Privacy & Security	Online Bullying	Online Reputation	Health, Wellbeing & Lifestyle	Online Relationships	Managing Online Information Copyright & Ownership

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	Computing	Programming (Y5)	Multimedia (Y5)	Digital Literacy (Y5)	Programming (Y6)	Multimedia (Y6)	Digital Literacy (Y6)
<i>Possible Contexts</i>	<i>Possible Contexts</i>	Selection in quizzes	Video editing	Flat file databases	Sensing	Web page creation	Spreadsheets