

TWO YEAR ROLLING PROGRAMME CYCLE A 2024-2025						
Year group/ Term	1	2	3	4	5	6
EYFS, 1 & 2	<u>Computing systems and networks</u>		<u>Creating media</u>		<u>Programming</u>	
	Year 1 - Technology around us	Year 2 - IT around us	Year 1 - Digital writing		Year 1 - moving a robot	Year 2 - robot algorithms
3 & 4	<u>Computing systems and networks</u>		<u>Creating media</u>		<u>Programming</u>	
	Year 3 - Connecting computers	Year 4 - the internet	Year 4 - photo editing		Year 4 - repetition in games	
5 & 6	<u>Computing systems and networks</u>		<u>Creating media</u>		<u>Programming</u>	
	Year 5 - sharing information	Year 6 - communication	Year 6 - 3D modelling		Year 6 - sensing	

TWO YEAR ROLLING PROGRAMME CYCLE B 2025-2026					
EYFS, 1 & 2	<u>Data Handling</u>		<u>Creating Media</u>	<u>Programming</u>	
	Year 1 - Grouping Data	Year 2 - pictograms	Year 2 - making music	Year 1 - introduction to animation	Year 2 - introduction to quizzes
3 & 4	<u>Data Handling</u>		<u>Creating Media</u>	<u>Programming</u>	
	Year 3 - branching databases		Year 3 - desktop publishing	Year 4 - repetition in shapes	
5 & 6	<u>Data Handling</u>		<u>Creating Media</u>	<u>Programming</u>	
	Year 6 - spreadsheets		Year 5 - vector drawing	Year 5 - selection in quizzes	