



Computing curriculum and online safety 2021-2022

	Strand	Y1	Y2	Y3	Y4	Y5	Y6
Autumn 1 Strand 1	Communicating Systems and Networks	Technology around us (1.1)	Information technology around us (2.1)	Connecting computers (3.1)	The internet (4.1)	Sharing information (5.1)	Internet communication (6.1)
Online Safety	Health and Wellbeing	Lifestyle & Health L1	Lifestyle & Health L2	Lifestyle & Health L1	Lifestyle & Health L1; L2	Lifestyle & Health L1; L2	Lifestyle & Health L1; L2
Autumn 2 Strand 2	Creating Media	Digital painting (1.2)	Digital photography (2.2)	Stop-frame animation (3.2)	Audio production (4.2)	Video production (5.2)	Webpage creation (6.2)
Online Safety	Health and Wellbeing	Lifestyle & Health L1	Lifestyle & Health L2	Lifestyle & Health L2	Lifestyle & Health L3	Lifestyle & Health L3; L4	Lifestyle & Health L5; L6
Spring 1 – Strand 3	Programming A	Moving a robot (1.3)	Robot algorithms (2.3)	Sequencing sounds (3.3)	Repetition in shapes (4.3)	Selection in physical computing (5.3)	Variables in games (6.3)
Online Safety	Living in the Wider World	Commercial Risks C1; C2	News & Information N1	Commercial Risks C1; C2; C3	News & Information N1; N2	Commercial Risks C1; C2; C3	News & Information N1; N2
Spring 2 Strand 4	Data and Information	Grouping data (1.4)	Pictograms (2.4)	Branching databases (3.4)	Data logging (4.4)	Flat-file databases (5.4)	Introduction to spreadsheets (6.4)
Online Safety	Living in the Wider World	Commercial Risks C3	News & Information N2	Commercial Risks C4; C5	News & Information N3	Commercial Risks C4; C5	News & Information N3; N4



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	Strand	Y1	Y2	Y3	Y4	Y5	Y6
Summer 1 Strand 5	Creating Media	Digital writing (1.5)	Making music (2.5)	Desktop publishing (3.5)	Photo editing (4.5)	Vector drawing (5.5)	3D modelling (6.5)
Online Safety	Relationships	The Social Web S1	Protecting ourselves P1; P2	The Social Web S1	Protecting ourselves P1	The Social Web S1	Protecting ourselves P1; p2
Summer 2	Programming B	Programming animations (1.6)	Programming quizzes (2.6)	Events and actions in programs (3.6)	Repetition in games (4.6)	Selection in quizzes (5.6)	Sensing (6.6)
Online Safety	Relationships	The Social Web S2; S3	Protecting ourselves P3	The Social Web S1	Protecting ourselves P2	The Social Web S2	Protecting ourselves P3; P4