Autumn	Spring	Summer
Computing systems and networks: improving mouse skills	*Programming 1: algorithms unplugged*	*Data handling: Introduction to data*
L1: Logging in To log into a computer and access a website L2: click and drag skills To develop mouse skills L3: Drawing shapes To use mouse skills to draw and edit shapes **Challenge** L4: Drawing a story To draw a scene from a story using digital tools	L1- To understand what an algorithm is. *Activity: Doll and clothes.* L2- To follow instructions precisely to carry out an action. Activity: Jam sandwich video. Drawing a creature Programming 2: Bee Bot L5- debug an algorithm. L1- tinker with Beebot L3- plan and follow a set of instructions precisely be a Bee Bot. L5- 3 little pigs **Challenge** I can complete a number of challenges by: thinking first about what they might do first ('predict')	L1: Zoo data Sorting data in different ways. L2: Picture data Use sketch pad to create a pictogram/chart L3: Mini beast hunt Children to collect and record data (can be changed to any items) L4: Animal branching databases L5: inventions
Creating media: Digital imagery	*Skills showcase: Rocket to the moon*	
Based around this unit can children take photographs of their learning and use editing software to create a collage.	L1: Rocket materials To identify the parts of a rocket and create a digital list. L2: Rocket design To design a rocket using a graphics editing programme. L3: Rocket building instructions To sequence a set of instructions L4: Making a rocket Follow instructions to build their rockets referring to their design. L5: Rocket launching To test a design and record data	