

TWO YEAR ROLLING PROGRAMME CYCLE A & C Cycle C: 2024-25 & Cycle A: 2026-27						
Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2	Computing systems and Networks Year 1 - Technology around us Year 2 - IT around us		Creating Media Year 1 - Digital Writing		Programming Year 1 - moving a robot Year 2 - robot algorithms	
3, 4, 5 & 6 Cycle A	Computing System and Networks Year 3 - connecting computers Year 4- the internet		Creating Media Year 4 - photo editing		Computing Systems and Networks Year 5 - sharing information Year 6 - communication	
3, 4, 5 & 6 Cycle C	Programming Year 4 - repetition in shapes		Programming Year 4 - repetition in games Year 5 - selection in quizzes		Creating Media Year 3 - desktop publishing	

TWO YEAR ROLLING PROGRAMME CYCLE B & D Cycle B: 2023-24 & Cycle D: 2025-26			
EYFS 1 & 2	Data Handling Year 1 - Grouping Data Year 2 - Pictograms	Creating Media Year 2 - making music	Programming Year 1 - introduction to animation Year 2 - introduction to quizzes
3, 4, 5 & 6 Cycle B	Data Handling Year 6 - spreadsheets	Creating Media Year 6 - 3D Modelling	Data Handling Year 4 - data logging
3, 4, 5 & 6 Cycle D	Creating Media Year 5 - vector drawing	Programming Year 6 - sensing	Data Handling Year 5 - flat file databases