



### Implementation

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
Year 1	Technology around us (TC 1.1)	Digital Painting (TC 1.2)	Moving a robot (TC 1.3)	Grouping data (TC 1.4)	Digit writing (TC 1.5)	Programming animations (TC 1.6)
Year 2	Information technology around us (TC 2.1)	Digital photography (TC 2.2)	Robot algorithms (TC 2.3)	Pictograms (TC 2.4)	Making music (TC 2.5)	Programming quizzes (2.6)
Year 3	Connecting computers (TC 3.1)	Stop-frame animation (TC 3.2)	Sequencing sounds (TC 3.3)	Branching databases (TC 3.4)	Desktop publishing (3.5)	Events and actions in programs (TC 3.6)
Year 4	The internet (4.1)	Audio editing (TC 4.2)	Repetition in shapes (4.3)	Data logging (TC 4.4)	Photo editing (TC 4.5)	Repetition in games (TC 4.6)
Year 5	Sharing information (TC 5.1)	Video editing (TC 5.2)	Selection in physical computing (5.3)	Flat-file databases (TC 5.4)	Vector drawings (TC 5.5)	Selection in quizzes (TC 5.6)
Year 6	Internet communication (TC 6.1)	Webpage creation (TC 6.2)	Variables in games (TC 6.3)	Introduction to spreadsheets (6.4)	3D modelling (TC 6.5)	Sensing (TC 6.6) \