Reception
Computing is no longer within the EYFS. However to support computational thinking, the activities from Barefoot Computing could be incorporated into Continuous Provision. SUPER SPACE, BOATS AHOY, BUSY BODIES, SUMMER FUN, AWESOME AUTUMN, WINTER WARMERS, AND SPRINGTIME.

Y1		
Autumn term	**Spring term**	**Summer term**
Coding Cats and Dogs	**Online Safety Creations**	**Creative Creature Coding**
Creative Computing	**Terrific Technology**	**Awesome Animations**

Y2		
Autumn term	**Spring term**	**Summer term**
Game Making	**Online Safety Comic Creator**	**Coding a Story**
Animation	**Presenting our Community**	**Online Treasure Hunt**

Y3		
Autumn term	**Spring term**	**Summer term**
Jam Coding Solving Problems with Algorithms	Jam Coding Presenting Data – Spreadsheets and Databases	Jam Coding Game Design in Scratch
School Radio Show	**Gathering Data – Online Research**	**Digital Citizenship - Podcasters**

Y4		
Autumn term	**Spring term**	**Summer term**
Physical Systems – Recycled Musical Instruments	**Digital Citizenship – Game Designers**	**Analysing Data – Game Competition**
Jam Coding Multimedia Quiz	Jam Coding Computer Aided Design – Game Characters	Jam Coding Coding a Quiz – Visual Programming

Y5		
Autumn term	**Spring term**	**Summer term**
Jam Coding Arcade Gaming	Jam Coding Collecting and Analysing Data – Local Transport	Jam Coding Physical Computing – Gaming
Video Editing – Try not to Laugh	**History of Computing**	**Digital Citizenship - Influencers**

Y6		
Autumn term	**Spring term**	**Summer term**
Photo Editing – Movie Stars	**Web Design**	**Digital Citizenship – Web Designers**
Jam Coding Robotics	Jam Coding Lemonade Stand – Game Hacking with Data Analysis	Jam Coding Arcade Gaming – Advanced Visual Programming

Bold = teacher-led units