	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Using technology safely and respectfully					
	Recording our learning on a learning platform Programming robots	Understanding uses of information technology beyond school.	Staying safe online.	Understanding PEGI ratings Programming robots to follow map instructions Digital painting	Reviewing our learning on a learning platform Using Scratch programming language Staying safe online	Logging on to laptops independently Saving and retrieving using familiar programs independently Searching the internet safely
		Taking photographs and accessing e-learning				
Year 2	Information Technology Around Us	Digital photography	Robot Algorithms	Pictograms	Making music	Introduction to Quizzes
Year 3	Connecting Computers	Stop-frame Animation	Sequence in Music	Branching Databases	Desktop Publishing	Events and Actions
Year 4	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Sharing Information	Video Editing	Selection in Physical Computing	Flat-file Databases	Vector Drawing	Selection in Quizzes
Year 6	Communication	Web Page Creation	Programing A Variables In Games	Introduction to Spreadsheets	3D Modelling	Programing B Sensing