Computing – Rolling Programme – KS1 two year rolling cycle – KS2 four year rolling cycle

	Autumn Term – 1st half	Autumn Term – 2nd half	Spring Term – 1st half	Spring Term – 2nd half	Summer Term – 1st half	Summer Term – 2nd half
Year A (2022 – 2023)	KS1 – **Computing systems and networks** – Technology around us (Y1) KS2 – **Creating media** – Stop-frame animation (Y3)	KS1 – **Creating media** - Digital painting (Y1) **KS2 - Computing systems and networks –** The Internet (Y4)	KS1 - **Data and information** – Pictograms (Y2) KS2 – **Data and information –** branching databases (Y3)	KS1 - **Programming A** – Moving a robot (Y1) KS2 - **Programming A** – repetition in shapes (Y4)	KS1 - **Creating media** – digital music (Y2) KS2 - **Creating media** – 3D modelling (Y6)	KS1 – **Programming B** – Programming quizzes(Y2) KS2 - **Programming B** – Selection in quizzes (Y5)
Year B (2023 – 2024)	KS1 – **Computing systems and networks** – IT around us (Y2) KS2 - **Computing systems and networks**- systems and searching (Y5)	KS1 – **Creating media** – Digital photography (Y2) KS2 – **Creating media** – Video production (Y5)	KS1 - **Data and information** – Grouping data (Y1) KS2 – **Data and information** – flat file databases (Y5)	KS1 - **Programming A** – Robot algorithms (Y2) KS2 - **Programming A** – Variables in games (Y6)	KS1 – **Creating media** – Digital writing (Y1) KS2 - **Creating media** – Desktop publishing (Y3)	KS1 – **Programming B**- Programming animations (Y1) KS2 - **Programming B** – repetition in games (Y4)
Year C (2024 – 2025)	KS1 – **Computing systems and networks** – Technology around us (Y1) KS2 - **Computing systems and networks** – Connecting computers (Y3)	KS1 – **Creating media** - Digital painting (Y1) KS2 – **Creating media** – Audio production (Y4)	KS1 - **Data and information** – Pictograms (Y2) KS2 – **Data and information** – spreadsheets (Y6)	KS1 - **Programming A** – Moving a robot (Y1) KS2 - **Programming A** – sequencing sounds (Y3)	KS1 - **Creating media** – digital music (Y2) KS2 - **Creating media**- Photo editing (Y4)	KS1 – **Programming B** – Programming quizzes KS2 - **Programming B** – Sensing movement (Y6**)**
Year D (2025 – 2026)	KS1 – **Computing systems and networks** – IT around us (Y2) KS2 - **Computing systems and networks** – Communication and collaboration (Y6)	KS1 – **Creating media** – Digital photography (Y2) KS2 – **Creating media** – Web page creation (Y6)	KS1 - **Data and information** – Grouping data (Y1) KS2 – **Data and information** – data logging (Y4)	KS1 - **Programming A** – Robot algorithms (Y2) KS2 - **Programming A** – Selection in physical computing (Y5)	KS1 – **Creating media** – Digital writing (Y1) KS2 - **Creating media** – Introduction to vector graphics(Y5)	KS1 – **Programming B**- Programming animations (Y1) KS2 - **Programming B** – Events and actions in programs (Y3)

*Year groups in brackets refer to the Year group unit from the Teach Computing scheme of work