

## Overview

EYFS		Computer Science		Information Technology	Digital Literacy		
		Instructions	Programming	Data Handling	Explore Hardware	Online Safety	Using a Computer
½ class weekly with Challenges set in	1	Technology around us 1.1		Moving a robot 1.3		Digital writing 1.5	
	2	Information technology around us 2.1			Robot algorithms 2.3		
½ class weekly (opposite forest)	3	Connecting computers 3.1		Desktop publishing 3.5		Events and actions in programs 3.6	
	4	The internet 4.1		Repetition in shapes 4.3		Photo editing 4.5	
	5	Systems and searching 5.1		Video production 5.2		Selection in physical computing 5.3	
	6	Internet communication 6.1		Webpage creation 6.2		Variables in games 6.3	

\*Units may not be taught in the order presented above, some units have been removed due to duplicating national curriculum objectives and others will be covered in context during maths, science, art, and music lessons.