COMPUTING AT A GLANCE

	AUTUMN ONE	AUTUMN TWO	SPRING ONE	SPRING TWO	SUMMER ONE	SUMMER TWO
KEY STAGE 1 YEAR A 24 - 25/26-27	**BeeBots** Creating an algorithm	**BeeBots** Creating an algorithm	**Google Documents** Creating a Google Document and typing	**Google Documents** Creating a Google Slide presentation and using a search engine	**Scratch Jr** Investigate movement commands	**Scratch Jr** Investigate movement commands
KEY STAGE 1 YEAR B 23 - 24/25 - 26	**BeeBots** Creating an algorithm	**BeeBots** Creating an algorithm	**Google Documents** Creating a Google Document and typing	**Google Documents** Creating a Google Slide presentation and using a search engine	**Scratch Jr** Investigate movement commands	**Scratch Jr** Investigate movement commands
LOWER JUNIORS YEAR A 24 - 25/26-27	**Google Drive and Emails** How do I send an email?	**Scratch** Creating an interactive game	**Scratch** Creating an interactive game	**Google Slides and Mote Recording** Adding audio recordings	**Micro:bit** Count control loops	**Micro:bit** Creating a times tables tester
LOWER JUNIORS YEAR A 24 - 25/26-27	**Google Drive and Emails** How do I send an email?	**Scratch** Creating an interactive game	**Scratch** Creating an interactive game	**Google Slides and Mote Recording** Adding audio recordings	**Micro:bit** Count control loops	**Micro:bit** Creating a times tables tester
UPPER JUNIORS YEAR A 24 - 25/26-27	**Podcasting** Use audio software to edit and create a podcast.	**Google Sheets** Collecting and collating data.	**Crumble** Programming	**Crumble** Creating a programmable, automated product	**Crumble** Creating a programmable robot.	**Tinkercad** Creating a WW2 bunker using 3D modelling software.
UPPER JUNIORS YEAR B 24 - 25/26-27	**Video logging** Use video editing software to create a video log.	**Google Sheets** Collecting and collating data.	**Crumble** Programming	**Crumble** Creating a programmable, automated product	**Crumble** Creating a programmable robot	**Tinkercad** Creating a WW2 bunker using 3D modelling software