

Thrussington Computing coverage map

Class	Term 1	Term 2	Term3	Term 4	Term 5	Term 6
EYFS						
1	<ul style="list-style-type: none"> Computing systems and networks – Technology around us 	<ul style="list-style-type: none"> Creating media – Digital painting 	<ul style="list-style-type: none"> Creating media – Digital writing 	<ul style="list-style-type: none"> Computing systems and networks – IT around us 	<ul style="list-style-type: none"> Creating media – Digital photography 	<ul style="list-style-type: none"> Creating media – Making music
2	<ul style="list-style-type: none"> Computing systems and networks – Connecting computers 	<ul style="list-style-type: none"> Creating media – Animation 	<ul style="list-style-type: none"> Creating media – Desktop publishing 	<ul style="list-style-type: none"> Computing systems and networks – The Internet 	<ul style="list-style-type: none"> Creating media – Audio editing 	<ul style="list-style-type: none"> Creating media – Photo editing
3	<ul style="list-style-type: none"> Computing systems and networks – Sharing information 	<ul style="list-style-type: none"> Creating media – Vector drawing 	<ul style="list-style-type: none"> Creating media – Video editing 	<ul style="list-style-type: none"> Computing systems and networks – Communication 	<ul style="list-style-type: none"> Creating media – 3D Modelling 	<ul style="list-style-type: none"> Creating media – Web page creation

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Year B						
EYFS						
1	<ul style="list-style-type: none"> Data and information – Grouping data 	<ul style="list-style-type: none"> Programming A – Moving a robot 	<ul style="list-style-type: none"> Programming B – Introduction to animation 	<ul style="list-style-type: none"> Data and information – Pictograms 	<ul style="list-style-type: none"> Programming A – Robot algorithms 	<ul style="list-style-type: none"> Programming B – An introduction to quizzes
2	<ul style="list-style-type: none"> Data and information – Branching databases 	<ul style="list-style-type: none"> Programming A – Sequence in music 	<ul style="list-style-type: none"> Programming B – Events and actions 	<ul style="list-style-type: none"> Data and information – Data logging 	<ul style="list-style-type: none"> Programming A – Repetition in shapes 	<ul style="list-style-type: none"> Programming B – Repetition in games
3	<ul style="list-style-type: none"> Data and information – Flat-file databases 	<ul style="list-style-type: none"> Programming A – Selection in physical computing 	<ul style="list-style-type: none"> Programming B – Selection in quizzes 	<ul style="list-style-type: none"> Data and information – Spreadsheets 	<ul style="list-style-type: none"> Programming A – Variables in games 	<ul style="list-style-type: none"> Programming B – Sensing

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