

# Computing Units

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	<a href="#">Early Years   EN   Barefoot Computing</a>					
	Awesome Autumn Creating, Pattern, Logic, Algorithms, Decomposition and Collaborating	Winter Warmers Algorithms, Creating, Collaboration, Decomposition, Tinkering, Persevering	Busy Bodies Algorithms, Decomposition, Debugging, Logic, Patterns, Abstraction	Springtime Abstraction, Tinkering, Creating, Collaborating, Algorithms, Persevering, Decomposition	Summer Fun Tinkering, Persevering, Debugging, Collaborating, Algorithms	Boats Ahoy Algorithms, Decompositions, Creating, Tinkering, Logic, Patterns, Abstraction, Collaborating
<b>Year 1</b>	<a href="https://www.teachcomputing.org/computing-systems-and-networks-technology-around-us">Computing systems and networks – Technology around us (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-digital-painting">Creating media – Digital painting (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-a-moving-a-robot">Programming A – Moving a robot (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/data-and-information-grouping-data">Data and information – Grouping data (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-digital-writing">Creating media – Digital writing (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-b-programming-animations">Programming B - Programming animations (teachcomputing.org)</a>
<b>Year 2</b>	<a href="https://www.teachcomputing.org/computing-systems-and-networks-it-around-us">Computing systems and networks – IT around us (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-digital-photography">Creating media – Digital photography (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-a-robot-algorithms">Programming A – Robot algorithms (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/data-and-information-pictograms">Data and information – Pictograms (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-digital-music">Creating media - Digital music (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-b-programming-quizzes">Programming B - Programming quizzes (teachcomputing.org)</a>
<b>Year 3</b>	<a href="https://www.teachcomputing.org/computing-systems-and-networks-connecting-computers">Computing systems and networks – Connecting computers (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-stop-frame-animation">Creating media - Stop-frame animation (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-a-sequencing-sounds">Programming A - Sequencing sounds (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/data-and-information-branching-databases">Data and information – Branching databases (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-desktop-publishing">Creating media – Desktop publishing (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-b-events-and-actions-in-programs">Programming B - Events and actions in programs (teachcomputing.org)</a>
<b>Year 4</b>	<a href="https://www.teachcomputing.org/computing-systems-and-networks-the-internet">Computing systems and networks – The Internet (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-audio-production">Creating media - Audio production (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-a-repetition-in-shapes">Programming A – Repetition in shapes (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/data-and-information-data-logging">Data and information – Data logging (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-photo-editing">Creating media – Photo editing (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-b-repetition-in-games">Programming B – Repetition in games (teachcomputing.org)</a>
<b>Year 5</b>	<a href="https://www.teachcomputing.org/computing-systems-and-networks-systems-and-searching">Computing systems and networks - Systems and searching (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-video-production">Creating media - Video production (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-a-selection-in-physical-computing">Programming A – Selection in physical computing (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/data-and-information-flat-file-databases">Data and information – Flat-file databases (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-introduction-to-vector-graphics">Creating media – Introduction to vector graphics (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-b-selection-in-quizzes">Programming B – Selection in quizzes (teachcomputing.org)</a>
<b>Year 6</b>	<a href="https://www.teachcomputing.org/computing-systems-and-networks-communication-and-collaboration">Computing systems and networks - Communication and collaboration (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-web-page-creation">Creating media – Web page creation (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-a-variables-in-games">Programming A – Variables in games (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/data-and-information-introduction-to-spreadsheets">Data and information - Introduction to Spreadsheets (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/creating-media-3d-modelling">Creating media – 3D Modelling (teachcomputing.org)</a>	<a href="https://www.teachcomputing.org/programming-b-sensing-movement">Programming B - Sensing movement (teachcomputing.org)</a>