



	Computer Science <i>(How computers and computer systems work and how they are designed and programmed)</i>				Information Technology <i>(the purposeful use of existing programs to develop products and solutions)</i>				Digital Literacy <i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i>			
	CYCLE A AUTUMN 1	CYCLE A AUTUMN 2	CYCLE A SPRING 1	CYCLE A SPRING 2	CYCLE A SUMMER 1	CYCLE A SUMMER 2	CYCLE B AUTUMN 1	CYCLE B AUTUMN 2	CYCLE B SPRING 1	CYCLE B SPRING 2	CYCLE B SUMMER 1	CYCLE B SUMMER 2
Willows	<p>Our approach to computing in EYFS at Bitterley follows Barefoot Planning which develops computational thinking. The concepts are <b>logic, evaluation, algorithms, patterns, decomposition, and abstraction.</b> The approaches are <b>tinkering creating, debugging, persevering and collaboration.</b></p>											
	Awesome Autumn (Reception)  Computer Systems and Networks: Technology around us (Y1)		Springtime (Reception)  Project Evolve: Online Relationships (Y1)		Summer Fun (Reception)  Project Evolve: Online Bullying (Y1)		To be reviewed in July 2025.					
Maples	Computer Systems and Networks: Technology around us (Y2)	Project Evolve: Self- Image and Self Identity (Y2)	Creating Media: Digital Photography (Y2)	Project Evolve: Online Relationships (Y2)	Programming A: Robot Algorithms (Y2)	Project Evolve: Online Bullying (Y2)	To be reviewed in July 2025.					
Firs	Computer Systems and Networks: Connecting Computers (Y3)	Project Evolve: Self- Image and Self Identity (Y3 and Y4)  Creating Media: Audio Production (Y4)	Programming A: Sequencing Sounds (Y3)	Project Evolve: Online Relationships (Y3 and Y4)  Online Reputation (Y3 and Y4)	Data and Information: Data logging (Y4)	Project Evolve: Online Bullying (Y3 and Y4)  Programming A: Repetition in shapes (Y4)	Computer Systems – The Internet (Y4)	Project Evolve: Managing Online Information (Y3 and Y4)	Creating Media: Stop Frame Animation (Y3)	Project Evolve: Health, Well-being, and Lifestyle (Y3 and Y4)  Creating Media: Photo Editing (Y4)	Programming B: Events and Actions (Y3)  Repetition in games (Y4)	Project Evolve: Privacy and Security (Y3 and Y4)  Copyright and Ownership (Y3 and Y4)
Oaks	Computer Systems and Networks: Systems and Searching (Y5)	Project Evolve: Self-Image and Identity (Y5 and Y6)  Creating Media: Webpage Creation (Y6)	Creating Media: Video Production (Y5)	Project Evolve: Online Relationships (Y5 and Y6)  Online Reputation (Y5 and Y6)	Programming A: Selection in Physical Computing (Y5)	Project Evolve: Online Bullying (Y5 and Y6)	Computer Systems and Networks: Internet Communication (Y6)	Project Evolve: Managing Online Information (Y5 and Y6)	Programming A: Variables in Games (Y6)	Project Evolve: Health, Well-being and Lifestyle (Y5 and Y6)	Data and Information: Introduction to Spreadsheets (Y6)	Project Evolve: Privacy and Security (Y5 and Y6)  Copyright and Ownership (Y5 and Y6)