Selby Community Primary School
Computing Sequencing

Sequencing across the Year groups

Year Group	Autumn Term		Spring Term		Summer Term	
EYFS	Not in ELG					
1	Computer systems and networks – Technology around us	Creating media – Digital painting	Programming- Moving a robot	Data and information - Grouping data	Creating media – Digital writing	Programming – Introduction to animation
2	Computer systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information - Pictograms	Creating media – Making music	Programming B – An introduction to quizzes
3	Computer systems and networks – Connecting computers	Creating media - Animation	Programming – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming – Events and actions
4	Computer systems and networks – The internet	Creating media – Audio editing	Programming – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming – Repetition in games
5	Computer systems and networks – Sharing information	Creating media – Video editing	Programming – Selection in physical computing	Data and information – Flat-file databases	Creating media – Vector drawing	Programming – Selection in quizzes
6	Computer systems and networks – Communication	Creating media – Web page creation	Programming – Variables in games	Data and information – Spreadsheets	Creating media – 3D Modelling	Programming – Sensing