Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	Children in Early Years are given opportunities throughout the year to gain knowledge of: - Sequence: first, next and then (Things happen in an order.) - How to use devices such as robots.(Beebots move along the ground. Buttons make the beebot move.) - Choosing suitable devices & programs for different purposes: Google Earth, YouTube, search engines, camera, smart notebook, laptop, ipad. (Technology is used at home and school. Technology can be used to help us. We should only say kind and respectful things online. We should tell a grown up if we are unhappy online.)						
Year 1	Technology helps us. Technology is used in school. Writing on a computer is called typing. There are rules to keep us safe when using technology.	Pictures can be made in lots of different ways. Computers can be used to create pictures.	Text can be created on a computer. Text can be written on paper. On a computer, text can be changed using keys and shortcuts.	*During spring 2 we take the opportunity to consolidate skills & knowledge learned so far (e.g. typing, photography, programming).* *These skills & areas of knowledge are practised in a cross-curricular manner through topic-based work.*	Beebots follow clear instructions. Beebots follow a path. A beebot's program can be debugged. There is more than one way to solve a problem.	There are similarities and differences between beebots and ScratchJr. Commands make a sprite move. An algorithm is a set of instructions. We can test programs to find mistakes.
Year 2	A computer is part of information technology (IT). IT is used at home, school and beyond.	Devices can be used to take photographs. A photograph can be taken in portrait or landscape.	Music can make people think and feel different things. Music can be made digitally and non-digitally.		Robots have a computer inside. Robots follow instructions. The order of instructions affect how the beebots moves.	When you follow a set of instructions there is an outcome. Technology can be used to create and organise information.

	It is important to use technology responsibly.	A photograph is composed by a photographer. Images can be changed for a purpose.			Artwork and code can be used in program designs.	ScratchJr can be used to create animations and quizzes. Sound, movement, text and artwork make a program appealing.