	Autumn	Spring	Summer
Year 1	**iAlgorithm** (Introducing the concept of algorithms being a set of instructions that can be followed to complete a task) **iModel** (Exploring how computer models work and understand they can be used to represent real or imaginary environments, situations and scenarios) **iDraw** (Exploring and developing skills using digital tools to create and edit graphical art)	**iSafe** (eSafety) **iWrite** (Introducing basic word processing, learning how to enter and print text, save and retrieve work)	**iProgram 1** (Introducing algorithms and simple programming using physical and virtual toys to perform specific actions) **iData** (Learning how to collect, organise and represent data using digital graphing tools) **iProgram 2** (Using Scratch Jr to design and program animated stories)
Year 2	**iProgram 1** (Exploring a visual programming language: Scratch) **iSearch** (Learning how to use the internet to find out answers to questions relating to space and the solar system) **iSafe** (eSafety)	**iAnimate** (explore stop frame animation through telling a story) **iPub** (Research advances computing and technology has made throughout time and produce a multi-media, interactive ebook)	**iBlog** (Learn that blogs are an online conversation with an audience and how to produce a blog) **iDo Mail** (Learning digital literacy skills by reading, composing and replying to emails) **iProgram 2** (Exploring coding and computational thinking practices using Scratch Jr)

Year 3	**iProgram** (Programming animations with Scratch) **iSimulate** (Exploring computer simulations)	**iSafe** (eSafety) **iNetwork** (Exploring networks and learning how digital devices are connected) **iData** (Exploring databases)	**iConnect** (Learning about the Internet and World Wide Web) **iPodcast** (Creating and editing audio Podcasts)
Year 4	**iProgram 1** (Developing computational thinking and creating programs with Scratch) **iData** (Exploring data representation with databases) **iAnimate** (Combining narrative and artwork to create computer animations)	**iSafe** (eSafety) **iMail** (Sending and receiving email safely and responsibly)	**iProgram 2** (Developing computational thinking and programming skills to investigate angles and navigate mazes) **iPhotoEdit** (Exploring digital photo editing and AI generated images) **iAlgorithm** (Reinforcing the concept of algorithms being a set of instructions)

Year 5	**iProgram 1** (Developing computational thinking and programming animations with Scratch) **iDraw** (Exploring how images are made from shapes and lines)	**iSafe** (eSafety) **iCrypto** (Understanding cryptography and exploring data encryption)	**iModel** (Exploring 3D digital modelling, designing and constructing 3D models) **iProgram 2** (Developing computational thinking and programming with Kodu)
Year 6	**iSafe** (eSafety) **iData** (Introducing Spreadsheets) **iLearn AI** (Introduction to Artificial Intelligence)	**iModel** (Introducing 3d computer modelling) **iProgram 1** (Designing and developing programs with Scratch) **iNetwork** (Networks, data representation, HTML/CSS)	**iApp 1** (Designing and developing apps with Bitsbox) **iProgram 2** (Designing and developing 3D animations) **iApp2** (Designing and developing apps with App Inventor)