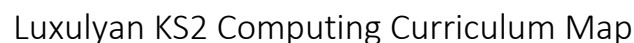




	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p>ELG: Children recognise that a range of technology is used in places such as homes and schools.</p> <p>They select and use technology for particular purposes. PurpleMash – Mini Mash used as an introduction to a variety of computing skills.</p>					
<p><b>Key Stage1 – Computing Skills</b></p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>- Understand what algorithms are; how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</li> <li>- create and debug simple programs</li> <li>- use logical reasoning to predict behaviour of simple programs</li> <li>- use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>- recognise common uses of information technology beyond school</li> <li>- use technology safely and respectfully, keeping personal information private; identify where to go for help when they have concerns about content or contact on the internet or other online technologies.</li> </ul>						
Beech  Year A	Digital Literacy	Computer Science			Digital Literacy	
	<b>E-Safety</b>  An introduction to E-Safety to make them aware of how devices connect to the internet and allow the sharing of information.	<b>BeeBots</b>  Giving and following instructions and being aware what will happen when a sequence is given.			<b>Surface Go/2Simple</b>  Introduction to basic navigation skills to allow the use of simple programs and word processing skills (touch typing)	
Year B	Computer Science	Information Technology			Digital Literacy	
	<b>BeeBots/2code</b>  Development of what an algorithm is. Being aware of how to correct (debug) errors within a sequence of instructions (algorithm).	<b>Surface Go/Word/2type</b>  Develop the use of creating, storing and retrieving information presented in word. Alter the appearance of what they have created.			<b>iPad/2animate</b>  Make 2d animations using images taken by a camera (Plant Growth Animations)	<b>e-safety</b>  Development of the children’s awareness of an online presence and how we must stay <b>SMART</b> online
<p>Purple Mash and Cornerstones ICT resources used to provide cross-curricular or discrete lessons alongside above themed learning.</p>						



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Stage 2 – Computing Skills						
Pupils should be taught to:						
<div><div></div><div>- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</div><div>- Use sequence, selection and repetition in programs; work with variables and various forms of input and output</div><div>- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms</div><div>- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</div><div>- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</div><div>- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</div><div>- Use technology safely respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and content</div></div>						
Sycamore Year A	Information Technology		Computer Science		Digital Literacy	
	IPad/Camera/laptop – Presentation  Writing and editing a multimedia text presentation for a purpose using text, images & sound from a range of sources which are captured and edited in relation to their topic	Data Handling – (Maths Link)  Collecting, entering and presenting information using statistical software	Ipad (Scratch/2code)  Explore using programs with a variety of inputs to create algorithms with a set purpose	Music – Garage Band  Compose and edit music to accompany an image.	3D animation – Ipad/2Animate  Use a simple animation program with captured images being aware how to import and edit scenes	
Year B	Digital Literacy		Computer Science		Information Technology	
	E-Safety  Being more aware how you can communicate and share personal information online. Explore emails and video conferencing. Develop and explore safe searching online (SMART)	Coding 1 – Scratch  Coding 2 – Kodu  Develop and use coding programs to create a character (sprite) using complex algorithms to make they interact and move		3D animation – Ipad/2Animate  Being aware of an audience, use an animation program to import and edit images adding enhancements like title and credits to final outcome		
Purple Mash and Cornerstones ICT resources used to provide cross-curricular or discrete lessons alongside above themed learning.						



Oak  Year A	Information Technology		Computer Science	Digital Literacy
	<b>Research - Internet</b> Explore safe searching online whilst questioning the validity of the information found.	<b>Data Handling</b> Construct, edit and infer information from graphs, databases and spreadsheets.	<b>Coding – 2code, Kodu and Scratch (Conditional statements)</b> Using a coding program to create a digital game allowing for a character (sprite) to navigate with the use of conditional statements to interact with the created environment	<b>E-Safety</b> Understand the uses of personal information online by others and that this information can be used in a harmful way (cyber bullying)
	Digital Literacy		Information Technology	Computer Science
Year B	<b>E-Safety and research skills</b> Understand the risks and rewards of publishing personal information online (social media) The use of safe passwords to protect themselves. Discuss how data is stored and distributed online (use of networks and webpages) Explore safe searching online whilst questioning the validity of the information found. Continue the use of safe searching but be aware of how the choice of words can affect the number and range of sites listed.		<b>Data Handling: Excel (spreadsheets)</b> Create a spreadsheet to investigate costs and numerical patterns including the creation and editing of formula to change the value of the data stored  <b>IPad/Camera/laptop – Presentation</b> Writing and editing a multimedia text presentation for a purpose using text, images & sound from a range of sources whilst thinking about the purpose and suitability for a chosen audience. Being able to add enhancements to make it more aesthetically pleasing to view.	<b>Google Sketch-up</b> Explore the use of design and 3D modelling applications and how they can be used for real world purpose.  <b>Website design</b> Design, create and edit content appropriately on a website about a chosen topic.
	Purple Mash and Cornerstones ICT resources used to provide cross-curricular or discrete lessons alongside above themed learning.			