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|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer2 |
| Nursery  ELG: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. | *Digital Literacy* | | *Information Technology* | | *Computer Science* | |
| **Using Technology Safely** | | **Understanding the Parts of a Computer** | | **Using Programmable Devices** | |
| In this unit pupils will learn to recognise who we can trust with information and how that links to the online world. | | In this unit pupils will learn to recognise the different parts of a computer. | | In this unit pupils will use different types of devices as well as give and follow instructions. | |
| Reception  ELG: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. | *Information Communication Technology* | | *Information Communication Technology* | | *Computer Science* | |
| **I am a Super Surfer** | | **Look What I Can Do** | | **I am a Computer Scientist** | |
| In this unit pupils will learn to recognise on and offline technology and how to use it safely with the help of trusted adults. | | In this unit pupils will learn that information can be used and created using technology. | | In this unit pupils will learn cause and effect in computing.  (If I press this button – this is the result) | |
| Year 1 | *Information Communication Technology* | *Information Technology/ Digital Literacy* | *Computer Science* | *Computer Science* | *Information Technology* | *Information Technology* |
| **Basic Skills** | **Using Word and Other Programmes to Process and Format Texts and Images** | **Unplugged Algorithms: Understanding & Building a Basic Algorithm** | **Programming, Coding and Robotics** | **Data Collection & Representation Using Pictograms** | **Producing Digital Media** |
| In this unit pupils will develop basic computing skills including logging on and off, using the keyboard and using a password. | In this unit pupils will process and format texts and images. | In this unit pupils will create unplugged algorithms and apply them to an on-screen programme. | In this unit pupils will control both physical and virtual robots with a sequence of commands. | In this unit pupils will collect data as a tally and present it as a pictogram digitally. | In this unit pupils will produce a range of digital media including photographs, images, text and sound. |
| Year 2 | *Information Technology* | *Computer Science* | *Information Technology* | *Computer Science* | *Information Technology* | *Digital Literacy* |
| **What is a Computer?** | **Coding and Algorithms** | **Using Pictograms, Graphs and Bar Charts** | **Programming using Scratch Jr** | **Modifying Text and Images** | **Staying Safe Online** |
| In this unit pupils will learn how to identify a computer’s different parts and talk about the role computers play in our society. | In this unit pupils will build on their knowledge of what an algorithm is and how we can program computers to use algorithms. | In this unit pupils will collect data as a tally and present it digitally, as a pictogram, graph or bar chart. Pupils will also compare the differences between creating a bar chart on paper vs digitally. | In this unit pupils will design and create an animation using Scratch Jr. | In this unit pupils will look at software they can use to present their work. They will expand on previous skills such as using a keyboard, formatting text and how to use images in their work. | In this unit pupils will understand some of the ways we can keep safe online and who to tell if we encounter any problems. |

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| Year 3 | *Information Communication Technology* | *Coding and Programming* | *Computer Science* | *Information Technology* | *Computer Science* | *Design – Information Communication Technology* |
| **Composing Emails** | **Introduction to Scratch** | **Prediction and Debugging** | **Alerting Media** | **Inside a Computer** | **Publishing Content Online** |
| In this unit pupils will know what emails are, their different uses and how to create them. | In this unit pupils will program sprites using a range of blocks to add animation, sound and other effects. | In this unit pupils will predict and test the outcomes of written programs. Pupils will also test and debug written programs. | In this unit pupils will look at the skills behind taking a good photograph and how these photos can be edited in various ways. | In this unit pupils will identify the different parts of a computer. Pupils will also understand how computers have evolved over the last 100 years. | In this unit pupils will be introduced to graphic design, marketing, developing their publishing skills. |
| Year 4 | *Computer Science* | *Computer Science* | *Computer Science* | *Information Communication Technology* | *Information Communication Technology* | *Information Communication Technology* |
| **Branching Databases** | **Repetition and Loops in Scratch** | **Designing a Game in Scratch Using Repeat Loops** | **Making a Special Effects Movie** | **Smarter Searching and Online Safety** | **Pixel Art** |
| In this unit pupils will understand how to organise and classify objects using a branching database. | In this unit pupils will use repetition and loops within coding. | In this unit pupils will design a game in Scratch which uses repeat loops. | In this unit pupils will create a film and add special effects. | In this unit pupils will gain awareness of the best ways to use a search engine. Pupils will also continue to develop awareness of online dangers. | In this unit pupils will create a piece of pixel artwork using a grid format. |
| Year 5 | *Computer Science* | *Information Communication Technology* | *Computer Science* | *Information Technology* | *Computer Science* | *Information Technology/ Digital Literacy* |
| **Using Variables** | **Create and Search a Database** | **Coding with Micro: Bits** | **Stop Motion Animation** | **The Internet and the World Wide Web** | **3D Modelling** |
| In this unit pupils will apply what they know about conditionals and understand how variables are used in computer programming and to identify different types of variables. | In this unit pupils will be able to create and search a database. | In this unit pupils will program a Micro: Bit to make a variety of practical and useable devices. | In this unit pupils will create a short animation. | In this unit pupils will understand how the Internet works, how the World Wide Web works and how one relies upon the other to function. | In this unit pupils will create a 3D model linked to their class topic. |
| Year 6 | *Information Communication Technology* | *Information Communication Technology* | *Computer Science* | *Information Technology* | *Computer Science* | *Information Technology/ Digital Literacy* |
| **Creating Formula** | **Creating a Website Using HTML** | **Program a Game** | **Creating a Podcast** | **Python Introduction** | **Social Media and Being Safe Online** |
| In this unit pupils will understand how to organise, calculate and present data within a spreadsheet so that calculations can be made for different purposes. | In this unit pupils will design a multi-page informational website, considering the layout, user experience and key features, including home page, links and images. | In this unit pupils will create an interactive, playable game using conditionals, variables and operations. | In this unit pupils will produce a podcast based on a piece of writing from another curriculum area or aspect of school life. | In this unit pupils will compare block-based programming to written code. Pupils will also introduce Python as a text-based method of programming. | In this unit pupils will understand the purpose and different aspects of social media and how to use it safely. |