

Computer Science	Information technology	Digital Literacy

Cycle A	Term 1		Term 2		Term 3	
<i>Nursery and Reception follow the Early Years Foundation Curriculum (Topics in Early Years are based on the themes taken from Come and See. Further information can also be found on the EYFS Memorable Learning documents) Y1 to Y6 follow the National Curriculum</i>						
Nursery	Photographs of myself		Busy Bodies Beebots		Ship Ahoy	
Reception	Digital Art Chatterpix	E Safety Interactive Nativity Story	Programming – Beebot goes to Church	Everyday Technology	Rainbow Fish Colour magic	Code of Summer Fun
Year 1 / 2	<b>Computer systems <u>IT Around Us</u></b>  <b><u>What technology is around us?</u></b> <b><u>How can I make better use if the technology around us?</u></b>		<b>Programming A Moving a robot <u>How do I make a robot move?</u></b>		<b>Programming B Animations <u>How do I use blocks to make something move?</u></b>	
	Multi-media – basic skills		Multi-media - digital imagery		Multimedia - taking photos	

	<b>Data - Graphs</b> Typing skills – writing about traditional tales. Opening, saving, closing, using a mouse, keyboard skills. Data using graphs through DT topic – what are the children’s favourite vegetables?	<b>Data – 2 questions (Data base)</b> Creating media digital images. Creating aliens or superheroes using <a href="https://paintz.app/">https://paintz.app/</a> Paint in windows. Sorting data asking questions about aliens or space through Man on the moon topic in literacy. Sorting data through Science/plants.	<b>Data – different types of graphs</b> Retell a story from Julie Donaldson – record children reading. Use of graphing software to create different types of graphs through statistics topic in maths. Answer questions using the graphs.
	<b><u>Project Evolve Health and wellbeing Lessons 3 &amp;4</u></b> Hector’s world Google Earth Africa	QR code quizzes based on information about space. NASA website <a href="https://spaceplace.nasa.gov/en/search/kids/">https://spaceplace.nasa.gov/en/search/kids/</a> <b><u>Project Evolve Privacy and Security Lesson 5-8</u></b> Jesse and friends – Think you know website.	Infant encyclopaedia – The seaside. <a href="https://infant.parkfieldprimary.com/seaside/index.html">https://infant.parkfieldprimary.com/seaside/index.html</a> <a href="https://kids.kiddle.co/">https://kids.kiddle.co/</a> Julie Donaldson <a href="https://www.juliadonaldson.co.uk/">https://www.juliadonaldson.co.uk/</a> <b><u>Project Evolve Online Relationships Lessons 9-12</u></b> <a href="https://www.childnet.com/resources/hanni-and-the-magic-window/">https://www.childnet.com/resources/hanni-and-the-magic-window/</a>
Year 3 / 4	<b>Computer systems: Computer systems and the network</b> <b><u>How does the internet work?</u></b>	<b>Programming A</b> <b>Sequencing Sound</b> <b><u>What is sequencing?</u></b>	<b>Programming B</b> <b>Events and Actions</b> <b><u>How will moving my sprite in different directions improve my programming?</u></b>
	<b>Multi-media - presenting information combining images and text.</b> <b>Data – presenting data.</b>	<b>Multi – media – video presentation</b> <b>Data – collect data</b>	<b>Multi-media –collaborative learning</b> <b>Data – collecting and representing data.</b>

	Typing skills, locating, save and retrieve, recording sounds – India Creating information – use of publisher/word including snipping tool. Sandwich snacks – collecting information, sorting and recording.	Record Viking Myths and add sound. Collect data using a data logger linked to Science/sound.	Share fables using PPT Use of data in science to investigate, record and analyse light and shadows.
	<b><u>Project Evolve Health and wellbeing Lessons 4-6</u></b> Digital quizzes/QR codes. Google Earth. Navigating a website for research. Checking plausibility.	<b><u>Project Evolve Privacy and security Lessons 5-8</u></b> Digital quizzes	<b><u>Project Evolve Online Relationship Lesson 5-.8</u></b> Digital quizzes.
Year 5 / 6	<b>Computer systems Searching</b> <b><u>How can I make use of the World Wide Web?</u></b>	<b>Programming A</b> <b>Variables in Games</b> <b><u>How do I make the best of variables?</u></b>	<b>Programming B</b> <b>Sensing Movement</b> <b>Microbits</b> <b><u>How can I use physical computing to create a pedometer?</u></b>
	<b>Multi-media- animation and presentation.</b>	<b>Multi-media –web creation.</b> <b>Data – data loggers</b>	<b>Multi-media – photo editing/video editing</b> <b>Data – statistics</b>

	<b>Data – collecting/organising information.</b>		
	<p>Creating files, saving in the correct location.</p> <p>Create hyperlink within word document.</p> <p>Explain/evaluate work/share work.</p> <p>Animation linked to bullying.</p> <p>Data – statistics for screen time linked to literacy. Displaying in various ways.</p>	<p>Geography Water/rainfall use of data loggers.</p> <p>Art linked to Industrial art through Sketch Up .</p> <p>Web page creation – linked to RHSE body image (use of filters to create an image).</p>	<p>Digital art – Clip studio paint linked to Monet.</p> <p>Present data related to history topic WWII.</p> <p>Interviewing/Recording/video linked to newspapers.</p> <p>Present in a variety of ways. Explain and justify the layout chosen.</p>
	<p><b><u>Project Evolve Health and Wellbeing Lessons 7-9</u></b></p> <p>Google earth – Greece, land earthquakes, continents.</p> <p>Quizzes/digital surveys i.e forms on Onedrive.</p>	<p><b><u>Project Evolve Privacy and Security Lessons 13-16</u></b></p> <p>Using advanced search and considering how results are ranked linked to The Victorians.</p> <p>Check for plausibility and bias linked to PHSE.</p> <p>Quizzes/digital surveys i.e forms on Onedrive.</p>	<p><b><u>Project Evolve Online Relationships Lessons 13-16</u></b></p> <p><a href="https://www.childnet.com/resources/moving-on-up/">https://www.childnet.com/resources/moving-on-up/</a></p> <p>Digimap –Geography UK land use.</p> <p>Quizzes/digital surveys i.e forms on Onedrive.</p>