

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Aut 1	D. Literacy: Using IT Using a mouse and a keyboard	E-Safety Using IT: Research and extending learning Using online videos	E-Safety Apps usernames C Science: Parts of Computer Using IT: Organisation and networking. Email	E-Safety Sharing and uploading C Science: Inside a computer Using IT: Research and extending learning Slides Greek myth research	E-Safety Using IT: Text, graphics and presentation Infographic	E-Safety Using IT: Sound and Video Create online video Internet citizenship Vlog
Aut 2	E. Safety Lock it, block it, show it, tell it.	Using IT: Text, graphics and presentation Word Processing	C Science: Programming 1 Sequences and Conditional Events Discovery Coding	C Science: Programming 1 Variables and Repetition	C Science: Applying random operators Scratch chase Scratch ping pong	C Science: Programming 1 Various Block Coding Skills Scratch flying game
Spr 1	C Science: Programming 1 Programming with hardware (Bee bots)	C Science: Programming 1 Inputs	Using IT: Sound and Video Making music	C Science: Programming 2 Applying Variables and Repetition Scratch Dance Scratch Racetrack	Using IT: Maths and data Prop of shape C Science: Text coding Turtle academy (drawing shapes)	Using IT: Maths and data spreadsheets Sheets project
Spr 2	C Science: Programming 2 Movements and simple inputs (Discovery Coding)	C Science: Programming 2 Sequences Scratch Jr Stories	C Science: Programming 2 Applying sequences and events Scratch Maze	Using IT: Sound and Video Film making Video consent	Using IT: Text, graphics and presentation 3D Art	Using IT: Programming with hardware Crumble robot
Sum 1	Using IT: Text, graphics and presentation Text and Calligrams	Using IT: Text, graphics and presentation D. Art	Using IT: Text, graphics and presentation Comic strips	Using IT: Maths and data Data bases	Using IT: Websites and text code HTML	Using IT: Text, graphics and presentation Image editing

	Purple mash?					
Sum 2	Using IT: Maths and data Maths games	Using IT: Maths and data Pictograms	Using IT: Sound and Video Animation	C Science: Programming with hardware Fairground crumble	Using IT: Maths and data: Data handling Create tables, bar charts and line graphs	Using IT: Text code Introducing python

Key

OUTCOMES:

E-Safety + D Literacy (1)

Computer Science (Programing) (2/3)

Using ICT (2/3)