

Termly Overview

Year 1/2	Term 1 (2x 2 hours)	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science	<p>Unplugged-1 hour Beebots- 1 hour</p> <ul style="list-style-type: none"> •create a series of instructions and plan a journey for a programmable toy •understand that algorithms are used on digital devices •write a simple program and test it •predict what the outcome of a simple program will be (logical reasoning). 			<p>Beebot Application- 2 hour</p> <ul style="list-style-type: none"> •create a series of instructions and plan a journey for a programmable toy •understand that algorithms are used on digital devices •write a simple program and test it •predict what the outcome of a simple program will be (logical reasoning). 	<p>Application Y1- https://www.i2e.com/jit5#turtle</p> <p>Application Y2- https://www.lego.com/en-gb/kids/games/bits-and-bricks-2ca484b751a946559fe6ebf0ecb10e66</p> <ul style="list-style-type: none"> •understand that programs require precise instructions •create a series of instructions and plan a journey for a programmable toy •understand that algorithms are used on digital devices •write a simple program and test it •predict what the outcome of a simple program will be (logical reasoning). 	
<i>Date:</i>						
Information Technology- Software	<p>NCCE- Digital Writing</p> <ul style="list-style-type: none"> •create, store and retrieve digital content 	<p>Animation unit https://www.i2e.com/jit5#animate</p>	<p>Data Collection https://www.i2e.com/jit5#pictogram</p>	<p>NCCE- Making Music</p> <ul style="list-style-type: none"> •record sound and play back •create, store and retrieve digital content 	<p>NCCE- Digital photography</p> <ul style="list-style-type: none"> •use a website and a camera 	<p>NCCE- Digital Painting</p> <ul style="list-style-type: none"> •create, store and retrieve digital content

	<ul style="list-style-type: none"> organise, retrieve and manipulate digital content 	<ul style="list-style-type: none"> create, store and retrieve digital content organise, retrieve and manipulate digital content 	<ul style="list-style-type: none"> create, store and retrieve digital content organise, retrieve and manipulate digital content 	<ul style="list-style-type: none"> organise, retrieve and manipulate digital content 	<ul style="list-style-type: none"> create, store and retrieve digital content organise, retrieve and manipulate digital content 	<ul style="list-style-type: none"> organise, retrieve and manipulate digital content
<i>Date:</i>						
Information Technology- Uses		NCCE- Technology Around Us <ul style="list-style-type: none"> talk about some of the IT uses in their own home use technology safely know how technology is used in school and outside of school 				NCCE- Information Technology around us <ul style="list-style-type: none"> talk about some of the IT uses in their own home use technology safely know how technology is used in school and outside of school
<i>Date:</i>						
Digital Literacy	<i>Integrated through all lessons using technology & Online Safety Scheme of Work</i> <ul style="list-style-type: none"> keep personal information private know where to go for help if concerned. 					

Year 3/4	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science	<p>Unplugged- 1 hour Code.org- 3 hours</p> <p>Y3- Course C</p> <ol style="list-style-type: none"> Sequencing Loops Events <p>Y4- Course D</p> <ol style="list-style-type: none"> Sequencing Events Loops Conditionals <ul style="list-style-type: none"> •write programs that accomplish specific goals •design a sequence of instructions, including directional instructions •give an 'on-screen' robot specific instructions that takes them from A to B •experiment with variables to control models •make an accurate prediction and explain why they believe something will happen (linked to programming) 		<p>Kodu</p> <ul style="list-style-type: none"> •write programs that accomplish specific goals •design a sequence of instructions, including directional instructions •give an 'on-screen' robot specific instructions that takes them from A to B •experiment with variables to control models •make an accurate prediction and explain why they believe something will happen (linked to programming) 		<p>Scratch</p> <p>Teaching point: Sequence- conversation Teaching point: Loops- shapes Teaching point: If Statement- racing car game/quiz</p> <ul style="list-style-type: none"> •write programs that accomplish specific goals •design a sequence of instructions, including directional instructions •give an 'on-screen' robot specific instructions that takes them from A to B •experiment with variables to control models •make an accurate prediction and explain why they believe something will happen (linked to programming) 	<p>Scratch Application</p> <p>Scratch cards & Code Club</p> <ul style="list-style-type: none"> •write programs that accomplish specific goals •design a sequence of instructions, including directional instructions •give an 'on-screen' robot specific instructions that takes them from A to B •experiment with variables to control models •make an accurate prediction and explain why they believe something will happen (linked to programming)
<i>Date:</i>						
Information Technology- Software		<p>Word</p> <ul style="list-style-type: none"> •collect and present information 		<p>Sound trap</p> <ul style="list-style-type: none"> •select and use software to accomplish given goals •produce and upload a podcast 		<p>Word</p> <ul style="list-style-type: none"> •collect and present information

<i>Date:</i>						
Information Technology- Uses			Google G Suite Collaboration and Padlet <ul style="list-style-type: none"> •use a range of software for similar purposes 	NCCE- Connecting Computers <ul style="list-style-type: none"> •understand what computer networks do and how they provide multiple services 		
<i>Date:</i>						
Information Technology- Searching		Ranking- make website on Adobe Spark <ul style="list-style-type: none"> •navigate the web to complete simple searches •know how to search for specific information and know which information is useful and which is not 				
Digital Literacy	<p style="text-align: center;"><i>Integrated through all lessons using technology & Online Safety Scheme of Work</i></p> <ul style="list-style-type: none"> •use technology respectfully and responsibly •Know different ways they can get help, if concerned •discern when it is best to use technology and where it adds little or no value •recognise acceptable and unacceptable behaviour using technology 					

Year 5/6	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science	<p>Unplugged- 1 hour Code.org- 3 hours Course E- Y5</p> <ol style="list-style-type: none"> Ramp it up Sprites Nested Loops <p>Course F- Y5</p> <ol style="list-style-type: none"> Ramp it up Variables Loops Sprites <ul style="list-style-type: none"> •write a program that combines more than one attribute •develop a sequenced program that has repetition and variables identified 		<p>Kodu</p> <ul style="list-style-type: none"> •develop a program that has specific variables identified •write a program that combines more than one attribute •develop a sequenced program that has repetition and variables identified •design algorithms that use repetition and 2-way selection 		<p>Scratch Teaching point: Variables- quiz/maze</p> <p>Application lessons Scratch cards or Code Club</p> <ul style="list-style-type: none"> •develop a program that has specific variables identified •write a program that combines more than one attribute •develop a sequenced program that has repetition and variables identified •design algorithms that use repetition and 2-way selection 	<p>Micro:bit Inputs and outputs</p> <ul style="list-style-type: none"> •use technology to control an external device •combine sequences of instructions and procedures to turn devices on and off
<i>Date:</i>						
Information Technology- Software		<p>NCCE- Modelling Data- Spreadsheets (Year 7)</p> <ul style="list-style-type: none"> •present the data collected in a way that makes it easy for others to understand 		<p>Sound trap <i>Music Crossover</i></p>		<p>3D Design unit <i>DT Crossover</i></p> <ul style="list-style-type: none"> •analyse and evaluate information reaching a conclusion that helps with future developments
<i>Date:</i>						
Information Technology- Uses				NCCE- The Internet		NCCE- Sharing Information

				<ul style="list-style-type: none"> • understand how search results are selected and ranked • be aware that some search engines may provide misleading information 		
<i>Date:</i>						
Information Technology- Searching			<p>Fake News- Pacific Tree Octopus and X Ray Goggles</p> <ul style="list-style-type: none"> • understand that they have to make choices when using technology and that not everything is true and/or safe • be aware that some search engines may provide misleading information 			
Digital Literacy	<p><i>Integrated through all lessons using technology & Online Safety Scheme of Work</i></p> <ul style="list-style-type: none"> • Be increasingly aware of the potential dangers in using aspects of IT and know when to alert someone if feeling uncomfortable 					