

Internet Safety via Project Evolve	Aut 1 – Online relationships	Aut 2 - Self-image and identity	Spring 1 – Online bullying	Spring 2 – Managing online information	Summer 1 – Copyright and ownership	Summer 2 – Online reputation AND health, wellbeing and lifestyle
	Autumn 1 Network & Systems	Autumn 2 Creative	Spring 1 Programming	Spring 2 Creative	Summer 1 Coding	Summer 2 Data
Yr 1	Teach Computing unit 1.1-technology around us Resources: laptops Career opportunities: Factory worker Production Supermarket worker Objectives: • To switch on and log into a computer • To use a mouse or touchpad to create a digital picture • To use a keyboard to type and edit text	Teach Computing unit 1.5-digital writing Resources: Word (laptops) Career opportunities: Author Objectives: • To identify and find keys on a keyboard • To identify that the look of text can be changed on a computer	Teach Computing unit 1.3-moving a robot Resources: Beebots Career opportunities: Programmer Robot programmer Objectives • To recall words that can be acted out • To combine four direction commands to make a sequence • To plan and debug a program	Purple Mash unit 1.6-animated story books Assessment: concept map or Quiz Career opportunities: Author Illustrator Animator Objectives: • To add animation to a picture • To add sound effect to a picture • To add background to a story • To create a short, animated story	Purple Mash unit 1.7-coding Assessment: concept map or Quiz Career opportunities: IT technician Programmer Animator Games designer Objectives: • To understand that computer programs work by following an instruction called 'code' • To use code to make a computer program • To understand what	Purple Mash units 1.2-grouping and sorting and 1.3- pictograms Assessment: concept map or Quiz Career opportunities: IT technician Data inputter Data analyst Objectives: • To sort items by given criteria on the computer using 'grouping' activities • To use the term 'algorithm' to describe logically

					actions and events are To use an event to control an object	following a process - To understand that data can be represented in picture format - To contribute to a class pictogram using 2count in Purple Mash
Yr 2	Teach Computing unit 2.1-information technology around us Resources: Powerpoint (laptops) Career opportunities: Factory worker Supermarket worker production Objectives: To identify the uses	Purple Mash unit 2.7-making music Assessment: concept map or Quiz Career opportunities: Digital musician Objectives: - To add sounds to a tune to improve it - To think how music can be used to express feelings - To create their own tune using the	Teach Computing unit 2.3-robot algorithms Resources: Beebots Career opportunities: Programmer Robot programmer Objectives: - To use an algorithm to program a sequence on a floor robot - To use logical reasoning to predict the outcome of a	Teach Computing unit 2.2-digital photography Career opportunities: Graphic designer Website creator Objectives: - To explain why a photo looks better in portrait or landscape format - To explore the effect that light has on a photo - To improve a photo	Purple Mash unit 2.1-coding Assessment: concept map or Quiz Career opportunities: IT technician Programmer Animator Games designer Objectives: To understand what an algorithm is	Purple Mash unit 1.8-spreadsheets (in a double lesson) then 2.3-spreadsheets (minus first lesson) Assessment: concept map or Quiz Career opportunities: IT technician Data inputter Data analyst

	of information technology in the school - To identify the uses of information technology beyond the school and how it helps us - To explain how to use information technology safely	sounds within 2Sequence on Purple Mash	program To create and debug a program that I have written	by retaking it To apply a range of photography skills to capture a photo	- To understand the collision detection event - To design an algorithm that follows a timed sequence - To know what debugging is - To debug simple programs	Objectives: - To be able to navigate around a spreadsheet and enter data - To use the 'move cell' and 'lock cell' tools - To use the totalling tools within 2Calculate in purple Mash
Yr 3	Teach Computing unit 3.1-connecting computers Assessment: Quiz Career opportunities: IT technician Objectives: - To explain that digital devices accept input and produce output - To recognise how digital devices can	Teach Computing unit 3.2-stopframe animation (using purple mash unit 4.6-animation to support) Assessment: Rubric Resources: ipads (iMotion) Career opportunities: Animator	Teach Computing unit 3.3-sequencing sounds Assessment: Rubric Career opportunities: Programmer Games designer Animator Objectives: To identify that commands have an	Teach computing unit 3.5-desktop publishing or Purple Mash unit 3.9-presenting Assessment: Rubric or (PM) Quiz or concept map Career opportunities: Website creator Graphic designer	Teach Computing unit 3.6-events and actions inn pictograms Assessment: Quiz Career opportunities: IT technician Data inputter Objectives To explain the relationship between	Teach Computing unit 3.4-branching databases (using Purple Mash unit 3.6-branching databases for support) Assessment: Quiz (TC) or (PM) concept map or Quiz Career opportunities:

	change the way that we work To recognise that a computer network is made up of a number of devices	Objectives: - To explain that animation is a sequence of drawings or photographs - To plan an animation by creating a storyboard - To review and improve an animation	outcome - To recognise that a sequence of commands can have an order - To change the appearance of my project	Objectives: - To recognise how text and images convey information - To recognise that text and layout can be edited - To create a template for a particular purpose	an event and an action - To create a program to move a sprite in four directions - To test a program against a given design - To modify a program using a design	IT technician Data inputter Data analyst Resources: Laptops Objectives: - To investigate questions with a YES/NO answer - To select objects to arrange in a branching database - To independently create questions to use in a branching database and test it
Yr 4	Teach Computing unit 4.1-the internet Assessment: Quiz Career opportunities: IT technician Objectives: To describe how	Purple Mash unit 4.9-making music Assessment: concept map or Quiz Career opportunities: Digital musician	Teach Computing unit 4.3-repetition in shapes (using Purple Mash unit 4.5-Logo) to support) Assessment: Quiz Career	Teach Computing unit 4.5-photo editing Assessment: Rubic Resources: Laptops Career opportunities: Graphic designer	Teach Computing unit 4.6-repetition in games Assessment: Rubic Career opportunities: IT technician Programmer	Purple Mash unit 4.3-spreadsheets Assessment: concept map or Quiz Career opportunities: IT technician

	networks physically connect to other networks - To explain that the internet services can be used to create content online via the WWW - To explain why some information online may not be honest, legal or accurate	Objectives: - To identify and discuss main elements of music: pulse, rhythm, tempo, pitch, texture - To understand and experiment with rhythm and tempo - To create a melodic a piece of electronic music using 2Sequence and Busy Beats	opportunities: programmer Objectives: - To write an algorithm to produce a given outcome using Logo - To create a test a program in a text-based language - To design and debug a program that uses count-controlled loops	Website designer Objectives: - To use photo editing software to crop an image - To experiment with different colour effects - To remove parts of an image using cloning - To explain why photos might be edited	Animator Games designer Objectives: - To use a count-controlled loop and an infinite loop in a program effectively - To develop a design that includes two or more loops running at the same time - To evaluate my project	Data inputter Data analyst Objectives: - To find out how to add formulae to a cell - To explore the use of the timer, random number and spin button tools - To use the currency formatting tool in 2Calculate in Purple Mash
Yr 5	Teach Computing unit 5.1-systems and searching Assessment: Quiz Career opportunities: IT technician Data inputter Factory worker	Purple Mash unit 5.6-3D modelling Assessment: concept map or Quiz Career opportunities: Graphic designer 3D modeller	Microbits (self written unit—text, emoji, etc) Assessment: ? Resources: Microbits Career opportunities: Programmer	Teach Computing unit 5.2-video production Assessment: Rubic Resources: Laptops Career opportunities: IT technician Production	Teach computing unit 5.6-selection in quizzes Assessment: Quiz Resources: Laptops Career opportunities: IT technician Programmer	Purple Mash unit 5.3-spreadsheets Assessment: concept map or Quiz Career opportunities: IT technician Data inputter

	Robot programmer Resources: Laptops Objectives: • To describe the input, process and output of a digital system • To explain how to keep my personal information safe online • To explain how a search engine using rules/criteria to rank results	Production Objectives: • To explore the effect of moving points when designing • To design a 3D model to fit certain criteria • To refine and print a model	Robot programmer Objectives: • To identify parts of a microbit • To create an algorithm that use sensors as an input	Website creator Objectives: • To use a variety of video techniques (microphone, camera angle) • To explain why I have chosen the video techniques I have used • To make edits to my video and improve the final outcome	Objectives: • To identify the condition and outcomes in an 'if...then...else...' • To design the flow of a program that contains 'if...then...else...' • To create and evaluate a program that uses selection	Data analyst Objectives: • To use the count tool to answer hypotheses • To use formulae to calculate area and perimeter of shapes • To create formulae that uses text variables
Yr 6	Teach Computing unit 6.1-communication and collaboration Assessment: Quiz Resources: Laptops Career opportunities: IT technician	Teach Computing unit 6.5-3D modelling Assessment: Rubric Career opportunities: Games designer 3D graphic design 3D modeller	Teach Computing 6.6-sensing movement Assessment: Rubric Resources: Microbits Career opportunities: Programmer	Purple Mash unit 6.4-Blogging (using Teach Computing unit 6.2-webpage creation for support) Assessment: (PM) concept map or Quiz or (TC) Rubric Career	Teach computing unit 6.3-variables in games Assessment: Quiz Resources: Laptops Career opportunities: IT technician Programmer	Purple Mash unit 6.3-spreadsheets Assessment: concept map or Quiz Career opportunities: IT technician Data inputter

	Objectives: • To recognise how data is transferred across the internet • To explain how sharing information online can help people to work together • To evaluate different ways of working together online	Objectives: • To identify that digital 3D objects can be modified • To recognise that objects can be combined in a 3D model • To create a 3D model for a given purpose	Robot programmer Objectives: • To explain that selection can control the flow of a program • To use a conditional statement to compare a variable to a value • To design and develop a project that uses inputs and outputs on a controllable device	opportunities: Website creator Graphic designer Objectives: • To identify the features of successful blog writing • To plan the theme and content of a blog • To understand how to write a blog and a blog post • To peer-assess blogs against agreed success criteria	Animator Games designer Objectives: • To define a variable as something that is changeable • To choose how to improve a game by using variables	Data analyst Objectives: • To use a spreadsheet to investigate • To create a formula to help work out prices
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	Desktop or laptop	Chromebook	Tablet	Software or hardware
1.1 Technology around us	✓	✓	◆	paintz.app
1.2 Digital painting	✓	✓	◆	Microsoft Paint or similar
1.3 Moving a robot				Bee-bot or other floor robot
1.4 Grouping data	✓	✓		Google Slides or Microsoft PowerPoint
1.5 Digital writing	✓	✓	◆	Google Docs or Microsoft Word
1.6 Programming animations	◆	◆	✓	ScratchJr
2.1 Information technology around us	✓	✓		Google Slides or Microsoft PowerPoint
2.2 Digital photography	✓		◆	Digital camera
2.3 Robot algorithms				Bee-bot or other floor robot
2.4 Pictograms	✓	✓	◆	j2data Pictogram
2.5 Digital music	✓	✓	◆	Chrome Music Lab
2.6 Programming quizzes	◆	◆	✓	ScratchJr

	Desktop or laptop	Chromebook	Tablet	Software or hardware
3.1 Connecting computers	✓	◆	◆	Painting program (any)
3.2 Stop-frame animation	◆	◆	✓	iMotion
3.3 Sequencing sounds	✓	✓	◆	Scratch
3.4 Branching databases	✓	✓	◆	J2data Branch and Pictogram
3.5 Desktop publishing	✓	✓	✓	Canva
3.6 Events and actions in programs	✓	✓	◆	Scratch
4.1 The internet	✓	✓	✓	Various websites
4.2 Audio production	✓	◆	◆	Audacity
4.3 Repetition in shapes	✓	◆	◆	FMS Logo
4.4 Data logging	✓	✓	✓	Data logger and associated software
4.5 Photo editing	✓	◆	◆	Paint.NET
4.6 Repetition in games	✓	✓	◆	Scratch

	Desktop or laptop	Chromebook	Tablet	Software or hardware
5.1 Systems and searching	✓	✓	◆	Google slides
5.2 Video production	✓	◆	◆	Any video editing software e.g iMovie or Canva
5.3 Selection in physical computing	✓	✓		Crumble controller starter kit + motors
5.4 Flat-file databases	✓	✓	◆	J2data Database
5.5 Introduction to vector graphics	✓	✓	◆	Google drawings or Microsoft PowerPoint
5.6 Selection in quizzes	✓	✓	◆	Scratch
6.1 Communication and collaboration	✓	✓	◆	Google Slides
6.2 Webpage creation	✓	✓	◆	Google Sites
6.3 Variables in games	✓	✓	◆	Scratch
6.4 Introduction to spreadsheets	✓	✓	◆	Google Sheets or Microsoft Excel
6.5 3D modelling	✓	✓	◆	TinkerCAD
6.6 Sensing movement	✓	✓	◆	Micro:bit and Microsoft MakeCode

Online Safety – taught via Project Evolve

Start of half term – initial diagnostic (knowledge map)

Results will lead to planning

End of the same half term – Assess impact

(Further resources can be found within resources)