	Autumn 1 –	Autumn 2 – Digital	Spring – Digital Literacy	Summer - Computing
	E-safety	Literacy		
Year 1	Learning Objectives:	Learning Objectives:	<u>Learning Objectives:</u>	Learning Objectives:
	Have awareness of the SMART rules To know why to keep passwords safe. To know what personal information is To recognise appropriate websites To know to tell an adult when they see something unexpected or worrying. To understand why it is important to be polite and kind online. Identify ICT equipment in their environment and understand that these all have a set of instructions to work (i.e washing machine, microwave) Begin to identify some of the benefits of using technology.	Take own photos with control over framing and upload these with help Know how to save into a specific folder using save as and retrieve saved work Add detail to photos using a paint package insert photos or pictures into a program Use the computer to present work in a range of forms ie simple graphs and tables, photo flipcharts	Use links to websites to find information. Use ICT to listen to and read online stories type sentences using full stops, space, enter and backspace Use the keyboard or a word bank on my device to enter text. Add detail to photos using a paint package Take own photos with control over framing and upload these with help	Use probots/beebots to get from one place to another. describe what actions I will need to do to make something happen and begin to use the word algorithm. begin to predict what will happen for a short sequence of instructions. begin to use software/apps to create movement and patterns on a screen. use the word debug when I correct mistakes when I program Predict what will happen from a given set of instructions give instructions to my friend (using forward, backward and turn) Using right angles and the language of turn Identify ICT equipment in their environment and understand that these all have a set of instructions to work (i.e washing machine, microwave) begin to identify some of the benefits of using technology.
	<u>Theme</u> – Mysteries <u>Suggested Project</u> : See E-safety Unit	Theme – Childhood Around the World	Theme - Climates Around the World (Freeze Frame)	Theme – Blaze of Glory Suggested Activity:
	of Work below.	Suggested Project:	Suggested Project: Create an information booklet about	To work in groups and create a drawing of a significant building in the London fire using Probots. This

		To create a collage of pictures of children from around the world. The pictures can be chosen and edited with different effects and printed.	Greenholm School that the children could send to children who live in the artic. This may include a picture on each page with one sentence or one word. Their booklet should then include information about how we live in the UK and what our school is like.	can be completed over a number of weeks to allow the children to add detail to their buildings.
Year 2	To understand how to keep password To understand that people have creat To know who can see my work online Know and use the SMART rules To describe the things that happen on about.  To know that not everyone is who the To save work to a folder To be able to word process To change fonts for purpose To record sounds/videos to use in a process To collect information To space text for others to read To use a keyboard to add text.  To navigate to document libraries To create their own folder and rename To save work.	ed the information I use line that must I must tell an adult y say they are online. roject	Find places using google maps and street view Use ICT to listen to and read online stories Add content from multiple programs word process own work using bold, underline and centre etc Change fonts for purpose use the keyboard on my device to add, delete and space text for others to read. Know how to use redo and undo Take own photos upload and manipulate using a simple program To be able to word process To collect information	create a simple program (scratch) including a range of instructions I can program a robot or software to do a particular task. • I can look at my friend's program and tell you what will happen. • I can use programming software to make objects move. • I can watch a program execute and spot where it goes wrong so that I can debug it. • I can tell you the order I need to do things to make something happen and talk about this as an algorithm.
	To be able to word process To change fonts for purpose To record sounds/videos to use in a proceed to collect information To space text for others to read To use a keyboard to add text. To navigate to document libraries To create their own folder and rename		To space text for others to read To use a keyboard to add text. To navigate to document libraries To make and save a chart or graph using the data they collect talk about the data that is shown in my chart or graph use technology to organise and	use online simulations to change variables and see their effect  tell you why I use technology in the classroom tell you why I use technology in my home and community

	To save work.		present my ideas in different ways.	can identify benefits of using technology including finding information, creating and communicating
	Theme – Heroes Suggested Projects: See E-safety Unit of Work below		Theme – Our World Suggested Project:  Half term 1 – To create a poster advertising their performance at the hippodrome.  Half term 2 – To collect and present data for scientific purposes. The children will need to create graphs and tables using Excel/Word to present the science findings ad data.	Theme – The Seaside Suggested Activity: To create a seaside scene on Scratch. This must include a background, sprites, speech and some form of movement.
Year 3	<u>Learning Objectives:</u>	<u>Learning Objectives:</u>	Learning Objectives:	Learning Objectives:
	To know what makes a secure password and why it is important	To use key words to search Refine key words to search more	Add to a database.  Make a branching database.	break an open ended problem up into smaller parts.
	To know how to keep their	efficiently	Talk about the different ways data	put programming commands into a
	personal information safe	To be able to print screen a picture	can be organised.	sequence to achieve a specific
	To know how to use safety features of key website.	To be able to edit a picture Edit digital content using different	Search a readymade database to answer questions	outcome keep testing my program and can
	reactives of key website.	programs.	Collect data to help me answer a	recognise when I need to debug it.

To protect personal information when they are online
To know when they are online on a range of equipment
Recognise websites and games appropriate to my age
To make good choices about the amount of time spent online.

Resize and edit pictures
To create different effects with
different technology tools.

question.
Use search tools to find and use an appropriate website.
Use the word kids to search
Refine questions to search more efficiently
Copy text from an internet page to an office document

Spring Term 2:

Use Ctrl Alt PrtSc (Print Screen) to take a picture of the whole screen and paste it into paint to adapt it. Use the snipping tool to take a picture of any part of the screen, drawing or annotating the image and saving it. resize images without changing the proportions use shift to access symbols on top of keys delete using backspace and delete appropriately highlight text efficiently i.e. click and drag, double click words or end of lines use appropriate keyboard commands to amend text i.e ctrl x create different effects with different technology tools. combine a mixture of text, graphics and sound Edit digital content using one or more programs, such as wordprocessors, presentation software, or image-, audio- or video-editing

can use repeat commands.
can describe the algorithm I will
need for a simple task.
can detect a problem in an
algorithm which could result in
unsuccessful programming.
control a physical/virtual system
using an algorithm

			packages. Understand what e-mail is and how it works create, send, forward and reply to emails create an address book Organise email using folders and deleting Report spam	
	Theme – The Land Before Time Suggested Project: Half term 1 – To create a collage of appropriate websites, comments and information to show how to stay safe online. This can be a large class collage or a group collage. The collage can spell out a key element of esafety.  Half term 2 – To create a leaflet/poster using Microsoft Publisher to advertise Birmingham. Their leaflets should include information about the arts (music, poetry, art, museums etc.) and famous landmarks or attractions.		Theme – Roads, Rivers and Romans Suggested Project: Half Term 1 – To explore and study Databases . (see lesson ideas below)  Half Term 2 – To create a wanted poster of Boudicca which needs to be shared via the internet through an emailing project.	Theme – Inventions  Suggested Activity: To create a short and simple story on Scratch using a variety of algorithms. The story needs to be based on whatever they are writing in literacy.
Year 4	Learning Objectives:  To choose a secure password and appropriate screen name to use online.  Talk about why I need to ask an adult before I download files from the internet.  Comment positively and respectfully online and through text messages.  Talk about ways I can protect myself online	Insert a table adding new columns or rows and merging cells Insert a table and adjust its formatting Size, rotate and format a text box Move a text box around a page Insert a picture from a file Organise data in different ways. Collect data and identify where it could be inaccurate. Plan, create and search a database to answer questions.	Learning Objectives:  Think about the reliability of information I read on the World Wide Web.  use a keyboard confidently and make use of a spellchecker to write and review my work understand that programs like PowerPoint are primarily about presenting information in manageable chunks add slides and change their layout	use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs use logical thinking to solve an open-ended problem by breaking it up into smaller parts.

	Use the safety features of websites as well as reporting concerns to an adult.  Help others make good choices about the time they spend online.  Discuss the importance of choosing an age-appropriate website.	Choose the best way to present data	add text and modify using formatting tools know how to use presentation mode reorder slides be able to talk alongside a presentation cycling slides as required add sound files and video to a slide animate and add slide transitions investigate transitions and animations that enhance a viewer's enjoyment and which distract from the information presented can use photos, video and sound to create an atmosphere when	use an efficient procedure to simplify a program. use a sensor to detect a change which can select an action within my program. know that I need to keep testing my program while I am putting it together. use a variety of tools to create a program. recognise an error in a program and debug it. recognise that an algorithm will help me to sequence more complex programs recognise that using algorithms will also help solve problems in other learning
Year 5	Theme – Gadgets and Gizmos Suggested Projects: Half term 1 – To create a collage of appropriate websites, comments and information to show how to stay safe online. This can be a large class collage or a group collage. The collage can spell out a key element of esafety.  Half term 2 – To create a leaflet/poster using Microsoft Publisher to advertise Birmingham. Their leaflets should include information about the arts (music, poetry, art, museums etc.) and famous landmarks or attractions.		presenting to different audiences create a hyperlink to a resource on the World Wide Web  Theme – Chocolate  Suggested Project: To create a PowerPoint presentation based on chocolate, which they will need to present to their peers.  Learning Objectives:	Theme – Kings and Queens Suggested Activity: The children need to create a scratch program based on the games 'rock band' and 'chat bot'.  Learning Objectives:

## **Protecting Devices**

to explain the need to protect computer or device from harm.

### **Online Etiquette**

know that anything posted online can be seen, used and may affect others.

can explain the importance of communicating kindly and respectfully.

can tell you about copyright and acknowledge the sources of information that I find online.

### **Staying Safe**

know that websites can use my data to make money and target their advertising can choose a secure password and screen name protect passwords and other personal information. can explain the need to protect self and friends and know the best ways to do this, including reporting concerns to an adult. can talk about the dangers of spending too long online or playing a game.

### Spread sheets and databases

use a spreadsheet and database to collect and record data.

choose an appropriate tool to help collect data.

present data in an appropriate way.

talk about mistakes in data and suggest how it could be checked. to search a database using different operators to refine my search.

Understand what a spreadsheet does

Identify key elements of a spreadsheet (cells, columns, rows and formula's)

Know how to manipulate rows and columns

Adapt a previously created graph to add axis and titles
Know how to create a graph from prepared spread sheet data

#### **Presenting Information**

select, copy, paste objects and groups of objects layer objects group and ungroup objects use text, photo, sound and video editing tools to refine my work. select, use and combine the appropriate technology tools to create effects that will have an impact on others. review and improve my own work and support others to improve their work. select an appropriate online or offline tool to create and share

# **Finding Information**

ideas.

choose an appropriate tool to help collect data. present data in an appropriate way.

talk about mistakes in data and suggest how it could be checked.

to use a search engine to find appropriate information and check its reliability, have an understanding of bias and authority evaluate different types of information I find on the World Wide Web. find out who the information on a webpage belongs to.

to decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program. to refine a procedure using repeat commands to improve a program. to use a variable to increase programming possibilities. to change an input to a program to achieve a different output. to use 'if' and 'then' commands to select an action. to talk about how a computer model can provide information about a physical system. to use logical reasoning to detect and debug mistakes in a program. to use logical thinking, imagination

and creativity to extend a program.

	Theme – To infinity and beyond  Suggested Project:	know which resources on the Internet I can download and use. describe the ways in which websites advertise their products Know that some results are sponsored Understand the order of results returned to use a range of search techniques to improve results i.e. synonym search, using OR and AND, using a – (minus) to exclude words, Using an (*) to get search engine to fill in the blank  Theme – Out of Africa Suggested Project: To independently create a	<u>Theme – Travellers</u> <u>Suggested Project:</u>
	Suggested Project:  Half term 1 - To write a 'how to' guide to an Alien.  Half term 2 - To complete an information booklet on Microsoft Publisher and Excel that includes experiments, findings, analysis information and pictures to give information about space.	To independently create a presentation about everything they have learnt about Africa. This needs to be presented to their peers.	Suggested Project: To create a Scratch game based on the 'boat race' the children can design their own version of the game nut keep the sim of the game the same.
Year 6	Learning Objectives:	Learning Objectives:	Learning Objectives:
	Protecting Devices to be able to make choices to protect computers or devices from harm on the Internet.	Spread sheets and databases use and create basic addition formulas including using Autosum Understand the parts of a formula	To deconstruct a problem into smaller steps, recognising similarities to solutions used before.
	Online Etiquette explain the consequences to myself and others of not communicating kindly and respectfully.	Know how to extend a series of numbers Create formula to subtract, multiply and divide	To explain and program each of the steps in an algorithm. To evaluate the effectiveness and efficiency of an algorithm
	Staying Safe protect my password and other personal information.	Know how to copy similar formulas	To continually test the programming of an algorithm.

explain the consequences of sharing too much about myself online. support friends to protect themselves and make good choices online, including reporting concerns to an adult.

explain the consequences of spending too much time online or on a game.

## **Presenting Information**

present information in an appropriate way.

talk about audience, atmosphere and structure when planning a particular outcome

combine a range of media, recognising the contribution of each to achieve a particular outcome

evaluate the effectiveness of my own work and the work of others. select an appropriate tool to communicate and collaborate online know how to record a commentary to go with a presentation investigate the similarities and differences of presentation tools i.e powerpoint and online tools

**Presenting Information** 

present information in an appropriate way. talk about audience, atmosphere and structure when planning a particular outcome combine a range of media, recognising the contribution of each to achieve a particular outcome evaluate the effectiveness of my own work and the work of others. know how to record a commentary to go with a presentation

To recognise when I need to use a variable to achieve a required output.

To use a variable and operators to stop a program

To use different inputs (including sensors) to control a device or onscreen action and predict what will happen. to use logical reasoning to detect and correct errors in algorithms and programs To use algorithms that select a specific answers or outcome (if, then, when etc.)

To recognise when to use the repeat algorithm in a given program

Theme – World at War

Suggested Project: To create an infomercial based on 'online battles'

<u>Theme</u> – S.O.S (Titanic)

<u>Suggested Project:</u>
A unit based on 'titanic by

numbers'.

Complete a data handling unit using Excel to allow the children to gain a good understanding of the purpose of the program and some of the functions

<u>Theme</u> – The Egyptians <u>Suggested Project:</u> Create a scratch game that the children have designed themselves. This can be based on the Egyptians and their way of life.

The children can practise their programming skills with instruction booklets for games such as clone wars and dodgeball.