

Cycle 2 26/27	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Digital Literacy - E-safety - staying SMART online - rules https://www.childnet.com/resources/smartie-the-penguin	Information Technology - Research - Using the IWB for phonics, games and finding out information - using technology for a purpose Create drawings on ipad or IWB. Change colour, thickness of pen, etc. Print these and use them for making cards, calendars, wrapping, etc or have an exhibition. Discuss the differences between digital and 'real' painting.	Information Technology - Make a simple 'sea' picture using a simple program - Finding out facts about different sea creatures https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting	Digital Literacy - How can we use technology beyond school? Age-appropriate software - App - Where are we in the world are we? Map and Ipads - made 3D Explore parts of old technology, junk modelling a computer Play keyboard and mouse control games	Information Technology - Simple program - Dress a bear game Make an animation story or take pictures of each other in masks or of toys etc. Apps: Puppet Pals, Toontastic, Sock Puppet, I Can Animate https://learnenglishkids.britishcouncil.org/games/teddy-dresser	Digital Literacy - E-safety - being good online citizens - being respectful
	Computer Science - Programming - Beebot - make and program a journey Match symbol cards to direction vocabulary, direct each other using words then symbols, replicate using programmable toy. Identify when things have gone wrong, what went wrong and can they fix it?		Digital Literacy - E-safety - Who to tell - impact of our behaviour + https://www.youtube.com/watch?v=d9IPvYPYgsI https://www.childnet.com/resources/smartie-the-penguin			Information Technology Chrome music lab - create a simple tune recognising the pattern
Year 1	Technology around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us	Digital painting https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting	Moving a robot https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot	Grouping data https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data	Digital writing https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing	Programming animations https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation
Year 2	Information technology around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us	Digital photography https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography	Robot algorithms https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms	Pictograms https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms	Digital music https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music	Programming quizzes https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes
	Connecting computers		Sequencing sounds		Desktop publishing	

Year 3	Computing systems and networks - Connecting computers https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music		https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music		https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing	
Year 4	The internet https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet		Repetition in shapes https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes		Photo editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing	
Year 5	Computing systems and networks - systems and searching https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-systems-and-searching		selection in physical computing https://teachcomputing.org/curriculum/key-stage-2/programming-a-selection-in-physical-computing		Creating media - Introduction to vector graphics https://teachcomputing.org/curriculum/key-stage-2/creating-media-introduction-to-vector-graphics	
Y6	Computing systems and networks - Communication and collaboration https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication		Programming A - Variables in games https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games		Programming B - Sensing movement https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing	

Useful websites:

<https://musiclab.chromeexperiments.com/>

www.j2e.com/j2data

www.projectevolve.co.uk

www.qr-code-generator.com