

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<p><u>Online Safety and Exploring Purple Mash</u> Children will be able to log in safely and learn how to find saved work. They will begin to explore the tools and games on Purple Mash and understand why logging out is important.</p> <p><u>Grouping and Sorting</u> Children will learn how to sort items both on and off of the computer. They will use different criteria to sort the items.</p> <p><u>Lego Builder</u> Children will understand why it is important to follow instructions when building and begin to follow simple instructions on the computer and think about how decisions affect the result.</p>	<p><u>Online Safety</u> Children will learn how to use the search function on Purple Mash. They will also begin to understand what emails are and how to send one within a simulation.</p> <p><u>Coding</u> Children will learn what an algorithm is and how they follow a sequence, they will create and code a program using a given design and learn how to debug a program.</p>	<p><u>Online Safety</u> Children will learn how to keep safe online and how they can create passwords that are effective. They will think about what is fact or fiction, and they will consider why</p> <p><u>Coding</u> Children will review their coding knowledge from the previous two years. They will begin to use timers and the repeat command to create a range of problems. Children will design and create their own interactive scene.</p>	<p><u>Online Safety</u> Children will begin to understand what a digital footprint is and how they can keep themselves safe from identity theft. They will also start talking about what malware and plagiarism is.</p> <p><u>Coding</u> Children will build on their knowledge from Year 3 and begin to use IF statements within coding, they will learn how to use variables and make a playable game.</p>	<p><u>Online Safety</u> Children will understand that they have a responsibility when it comes to their own online behaviour, including reviewing the idea of a digital footprint. They will learn how to reference their learning and think about reliability.</p> <p><u>Coding</u> Children will build on their existing knowledge of coding and will learn what decomposition and abstraction are in Computer Science. They will understand different variables and will be able to use them within a coding string in a playable game.</p>	<p><u>Online Safety</u> Children will talk about safety within online games. They will also talk about online behaviour and how they should limit their screen time.</p> <p><u>Coding</u> Children will begin to design and make complex programs. They will use flowcharts and control simulation along with user input to debug and create their adventure game.</p>
Spring	<p><u>Maze Explorers</u> Children will learn about how the direction keys work and start to use them to navigate a maze.</p> <p><u>Animated Story Books</u> Children will learn what the difference is between traditional books and e-books and will then create their own e-book.</p>	<p><u>Spreadsheets</u> Children will build to understand what a spreadsheet is and the purpose of one. They will learn to use copying, cutting, and pasting shortcuts within spreadsheets.</p> <p><u>Questioning</u> Children will be able to use questions to separate different items and create</p>	<p><u>Spreadsheets</u> Children will begin to be able to add data onto a spreadsheet and create graphs from it. They will then go onto using a keyboard to show more than and less than on a spreadsheet.</p> <p><u>Email</u> Children will understand that email is a type of communication. They will use a program that allows</p>	<p><u>Spreadsheets</u> Children will learn how to enter formula in spreadsheets and format cells. They will begin to learn how to use a spreadsheet for budgeting.</p> <p><u>Logo</u> Children will create their own letters using 2Logo, they will create shapes and be able to use the</p>	<p><u>Spreadsheets</u> Children will learn how to use formulae to convert measurements on a spreadsheet. They will begin to create and use formulae that use text variables.</p> <p><u>Databases</u> Children will be able to search a database to gain information. They will then move onto creating</p>	<p><u>Spreadsheets</u> Children will explore and investigate the probability of results. They will use a spreadsheet to calculate discounts and plan pocket money spending. They will use this knowledge to plan an event.</p> <p><u>Text Adventures</u> Children will think about what text adventure is and will begin to make a</p>

		their own binary tree using 2 Question.	them to safely send emails to learn how to so safely and learn about the different features.	repeat command on the program.	their own database around a chosen topic.	story-based adventure game. They will also use their written plans to code a map-based adventure in 2Code.
Summer	<p><u>Coding</u> Children will understand what instructions are and begin to use them to code a simple computer program.</p> <p><u>Technology Outside School</u> Children will discuss what technology is, what they have used before and how it can be useful to them.</p>	<p><u>Creating Pictures</u> Children will look at different types of artworks and look at how they can create them using technology.</p> <p><u>Presenting Ideas</u> Children will be able to think about how different projects can be presented using technology. They will then be able to make a presentation to the class.</p>	<p><u>Branching Databases</u> Building on the Questioning unit in Year 2, children will be able to sort objects by using YES/NO questions within a branching database. The children will then create their own branching database to sort something of their own choice.</p> <p><u>Simulation</u> Children will learn what simulations are and what their purpose is. They will be able to explore them and evaluate the effects that they have.</p> <p><u>Graphing</u> Children will learn to enter data into a graph and take part in an investigation which allows them to present the data in graphic form.</p>	<p><u>Animation</u> Children will discuss what makes animation good and will learn how animations are created by hand. They will then learn to use 2Animation to create their own animation.</p> <p><u>Effective Search</u> Children will learn what searching online is and how they can do so effectively and safely. Children will also then think about how they would know information is reliable.</p> <p><u>Hardware Investigators</u> Children will learn what hardware is and understand the different parts that make up a desktop computer.</p>	<p><u>Game Creator</u> Children will begin to learn about game creating by using the 2DIY 3Dtool. They will then design and plan their game and will finish the unit by making and testing their game.</p> <p><u>Modelling</u> Children will be introduced to the 2Design and make tool, learning how editing points will effect a design. They will then design a 3D model to fit a certain criteria.</p>	<p><u>Networks</u> Children will learn what networks are and how the internet works. They will learn what a LAN and WAN are and how we access the internet at school. They will also think about what the future might hold in terms of the internet.</p> <p><u>Quizzing</u> Children will create different types of quizzes using 2Quiz. These quizzes will include pictures, questions and grammar. They will then make their own quiz where players need to search a database and test it.</p> <p><u>Binary</u> Children will learn what binary is and how it is used through digital systems. They will learn to count in binary and convert from decimals into binary. They will then move into learning how binary is used within games.</p>