

	Autumn	Spring	Summer
<p>The 'Technology' strand has been removed from the Understanding the World area of learning, but we want our children to learn about the cause-and-effect element of the technology around them. This is not just computers and smartphones, but the cause and effect of switching a light on, pressing a button and making something happen.</p>			
Nursery 3-4 year olds	<p>Making marks and shapes on the interactive whiteboard – using the pen and rubber on Paint.</p> <p>Using the click and drag functions to make things move on the screen.</p> <p>Exploring technology in roleplay – telephones, keyboards, electronic toys.</p>	<p>Safer Internet Day – E-Safety assembly on Chicken Clicking.</p> <p>Explore shadows and torches when learning about day and night.</p> <p>Look at Digimap of Spennymoor when learning about our local area.</p>	<p>Using Beebots or other simple robots to make marks on paper and talk about directional vocabulary.</p> <p>Using the ipads to take photographs of butterflies, minibeasts, things from our nature walk.</p>
Reception	<p>Marvellous Me! Celebrations</p> <p><u>Online Safety and Digital Literacy</u> Being kind online.</p> <p><u>Information Technology</u> Introducing basic IT skills.</p> <p><u>Computer Science</u> Introducing Code and Go Mice.</p>	<p>The Big Freeze Superfood</p> <p><u>Online Safety and Digital Literacy</u> How to keep safe online.</p> <p><u>Information Technology</u> To complete a simple program on a computer. To interact with age-appropriate computer software.</p> <p><u>Computer Science</u> Code and Go Mice – Position and direction.</p> <p><u>Internet Safety Week</u></p>	<p>Me and My Universe Out and about</p> <p><u>Online Safety and Digital Literacy</u> Recognise when we need help and how to act upon this.</p> <p><u>Information Technology</u> To recognise that a range of technology is used in places such as homes and schools.</p> <p><u>Computer Science</u> Code and Go Mice - using them within simple activities.</p>
Year 1	<p><u>Online Safety and Digital Literacy</u> Knowing the importance of checking with an adult before using the internet.</p> <p><u>Information Technology</u> Learning to log on and navigate with iPad, screen and mouse.</p>	<p><u>Online Safety and Digital Literacy</u> Knowing how to deal with something they are unsure of when and identifying information that is 'just right' or 'not right' for them.</p> <p><u>Information Technology</u> Develop keyboard skills</p>	<p><u>Online Safety and Digital Literacy</u> Introduction to SMART and knowing how to stay safe online.</p> <p><u>Information Technology</u> Further develop keyboard skills to create a simple slide.</p>

	<p><u>Computer Science</u> Input simple directions and instructions to move a Code and Go Mouse.</p>	<p>Independently log on to a computer</p> <p><u>Computer Science</u> Making a set of simple instructions.</p>	<p><u>Computer Science</u> Investigating programming simple devices by making a set of simple instructions and debugging to improve.</p>
Year 2	<p><u>Online Safety and Digital Literacy</u> Using age-appropriate websites safely.</p> <p><u>Information Technology</u> Improving word processing skills.</p> <p><u>Computer Science</u> Input complex instructions using Code and Go Mice.</p>	<p><u>Internet Safety Week</u></p> <p><u>Online Safety and Digital Literacy</u> Understand how to choose appropriate websites and understand what to do if things make us feel uncomfortable.</p> <p><u>Information Technology</u> Pupils understand how to use a program to create digital artwork.</p> <p><u>Computer Science</u> They can increase the complexity of algorithms and basic debugging as well as transfer algorithms onto further digital platforms.</p>	<p><u>Online Safety and Digital Literacy</u> Understand what a good online citizen means and take a pledge to be a good online citizen.</p> <p><u>Information Technology</u> Create a simple iMovie.</p> <p><u>Computer Science</u> Develop their understanding of algorithms and debugging while creating a project on Scratch Junior.</p>
Year 3	<p><u>Online Safety and Digital literacy</u> Understanding which websites are trustworthy and how to report concerns to a trusted adult.</p> <p><u>Information Technology</u> Creating and sharing a trailer using iMovie.</p> <p><u>Computing science</u> Explore complex algorithms in Scratch Junior.</p>	<p><u>Internet Safety Week</u></p> <p><u>Online Safety and Digital literacy</u> Understanding why passwords are needed and use them to log on to school apps and systems.</p> <p><u>Information Technology</u> Develop their understanding of publisher.</p> <p><u>Computing science</u> Create clear and precise instructions using Scratch Junior.</p>	<p><u>Online Safety and Digital literacy</u> Be able to understand the importance of device free moments and writing clear respectful messages.</p> <p><u>Information Technology</u> Develop their understanding of publisher to create a detailed brochure.</p> <p><u>Computing science</u> Create more advanced codes using Scratch junior to create a route.</p>

		<u>Internet Safety Week</u>	
Year 4	<p><u>Online Safety and Digital Literacy</u> Understanding the dangers of sharing information online by continuing to build an understanding of their digital footprint.</p> <p><u>Information Technology</u> Storing, saving and retrieving work.</p> <p><u>Computer Science</u> Use Scratch to build coding skills developing an understanding about inputs and outputs.</p>	<p><u>Online Safety and Digital Literacy</u> Understanding the need to have an online/offline balance and discuss the 'Power of Words'.</p> <p><u>Information Technology</u> Create an iMovie – sequencing and manipulating content.</p> <p><u>Computer Science</u> Predict outcomes using repeated patterns.</p>	<p><u>Online Safety and Digital Literacy</u> Understanding the need to have an online/offline balance and discover the 'Key to Keywords'</p> <p><u>Information Technology</u> Introduction to Adobe Spark.</p> <p><u>Computer Science</u> Creating a game involving repeated loops.</p>
Year 5	<p><u>Online Safety and Digital Literacy</u> Using social media responsibly and appropriately. Understand the missuses of social media and how to report it.</p> <p><u>Information Technology</u> Collaboratively create an Adobe Spark presentation.</p> <p><u>Computer Science</u> Use sequences and conditionals. Use Kodu to build a simple world.</p>	<p><u>Online Safety and Digital Literacy</u> Compare reliability of websites. Be able to 'Cite a Site'. Use search engines for specific purposes.</p> <p><u>Information Technology</u> Choose a program to create a document including graphics and text.</p> <p><u>Computer Science</u> Use a software to demonstrate their understanding of variables and conditionals.</p> <p><u>Internet Safety Week</u></p>	<p><u>Online Safety and Digital Literacy</u> Balance of online and offline activity by creating 'Strong Passwords'.</p> <p><u>Information Technology</u> Choose a program to create an effective presentation using time/sequencing.</p> <p><u>Computer Science</u> Children create a game using a choice of software – Kodu or Scratch and demonstrate an understanding of variables, conditionals and loops.</p>



<p>Year 6</p>	<p><u>Online Safety and Digital Literacy</u> Social Media, digital friendships and risks.</p> <p><u>Information Technology</u> Create a (digital) presentation and add a range of effects.</p> <p><u>Computer Science</u> They will learn to debug programs and work with conditional commands and variables within a code.</p>	<p><u>Online Safety and Digital Literacy</u> Understand the importance of fact checking. Hacking – What is it? Fake News. Managing friend lists.</p> <p><u>Information Technology</u> Create a short iMovie linked to their topic using more complex features and edit to improve.</p> <p><u>Computer Science</u> Learn how to use mathematical expressions to create conditionals and make a model (Microbits).</p> <p><u>Internet Safety Week</u></p>	<p><u>Online Safety and Digital Literacy</u> They know how to validate information found through searches by checking more than one source. Practice identifying messages about gender. Pupils know search engines can be manipulated by advertising.</p> <p><u>Information Technology</u> Create a spreadsheet using Excel and present information in graphs. Produce a final presentation piece.</p> <p><u>Computer Science</u> During this half term children will be asked to join another class to teach, define and share their knowledge based on a program of their choice.</p>
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