

**Year 1**

<p><b>Focus: Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i></p>	<p><b>Focus: Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i></p>	<p><b>Focus: Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i></p>
<ul style="list-style-type: none"> <li>• E-Safety – introduction to SMART (Childnet)</li> <li>• Smartie the Penguin ppt 1 with poster to colour</li> <li>• E-safety song</li> <li>• Digiduck E-safety stories</li> <li>• Introduction to seesaw – Complete assigned activity on e-safety. Write a comment. View class journal.</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to coding: Key terms (code, programming, commands, stage, environment, sprite, algorithm, sequence)</li> </ul>	<ul style="list-style-type: none"> <li>• Digital Art               <ul style="list-style-type: none"> <li>- Paint – shapes, lines, fill colour</li> <li>- Create basic pictures in Word using shapes (introduction to basic formatting options, resize, move options and rotate)</li> <li>- Introduction to sketch.io – clipart</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• Desktop navigation, opening and closing apps, saving, appropriate shut down</li> <li>• Typing – introduction to the keyboard. 2 hands, shift key, caps lock, enter, delete.</li> <li>• Correct mouse control – how to hold, left/right buttons functions</li> <li>• Word processing basics – typing numbers, letters and symbols, move down a line (enter). Selecting text and click options. Basic formatting (font, size, bold, italic, underline, colour)</li> <li>• Activity: write name on different lines and use a range of formatting options</li> <li>• Saving and opening files.</li> </ul>	<ul style="list-style-type: none"> <li>• Bee Bot commands (using children, command cards, robots and app)</li> <li>• Coding in Scratch Jr:               <ul style="list-style-type: none"> <li>- Set background</li> <li>- Select and delete sprites</li> <li>- Trigger green flag and end blocks</li> <li>- Simple movement (forward/back/jump/turn)</li> <li>- Remove code</li> <li>- Full screen open/exit</li> <li>- Activity – program a race using speed blocks</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Coding games in Tynker Jr               <ul style="list-style-type: none"> <li>- Ocean Odyssey</li> <li>- Robots</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• Internet explorer. Search engines and simple searches (Google). Result numbers and ranking. Tab options (image, video, news etc).</li> <li>• Activity – finding things online – how to use key words.</li> <li>• Extension – basic image search – copy and paste to another application</li> </ul>		<ul style="list-style-type: none"> <li>• Basic introduction to iPad camera and videos – selfie, photo, image editing options, techniques – positioning, be still. Deleting camera images. E-safety discussion.</li> </ul>

**Digital Citizenship:**

E-Safety – SMART and Digiduck

**Year 2**

<b>Focus : Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i>	<b>Focus : Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	<b>Focus : Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
<ul style="list-style-type: none"> <li>• Smartie the Penguin presentation 2</li> <li>• E-safety song</li> <li>• Upload image to seesaw (selfie with text boxes for e-safety tips). Explore annotate options in seesaw.</li> </ul>	<ul style="list-style-type: none"> <li>• Coding:               <ul style="list-style-type: none"> <li>- Refresh year 1 terms</li> <li>- New terms: loops/repetition, grid lines</li> </ul> </li> <li>• Coding in Scratch Jr – editing sprites and backgrounds, using gridlines to calculate distance. Resize sprites, flip sprites. Trigger tap sprite. Speech, add scene, end block change scene.</li> <li>• Activities: 1. resize car and move along a road (include a character and speech). 2. Sun goes down scene change to night scene. 3. A spooky forest (tap sprites to trigger)</li> </ul>	<ul style="list-style-type: none"> <li>• Art Unit using iPad apps</li> <li>• Sketch.io:               <ul style="list-style-type: none"> <li>- editing clip art (fill, line, opacity, rotate, noise, angle, linear, radial, pattern, eyedropper)</li> <li>- entering text (fonts, resize, line options, fill options)</li> <li>- Activity: write your name 5 times using different fonts and formatting options. Add clip art.</li> </ul> </li> </ul>
<ul style="list-style-type: none"> <li>• Word processing basics – zoom, spelling and grammar options, word art, shapes, format options (glow, shadow, reflect, bevel, outline, no fill, text transform), highlighter, font grow/shrink, alignment, change case.</li> <li>• Activity: Write SMART statements (E-safety)</li> </ul>	<ul style="list-style-type: none"> <li>• Coding activities in Coding Safari</li> </ul>	<ul style="list-style-type: none"> <li>• Isle of Tune music lessons</li> <li>• Hour of Code games</li> </ul>
<ul style="list-style-type: none"> <li>• Introduction to Keynote. “All About Me” – including ‘selfie’ and online images of likes and dislikes. Slide, text, image options, background, formatting</li> </ul>		<ul style="list-style-type: none"> <li>• Tynker Jr               <ul style="list-style-type: none"> <li>- Wild Rumble</li> <li>- Puffball Panic</li> </ul> </li> </ul>

**Digital Citizenship:**

SMART statements in Word (E-safety). Smartie the Penguin (E-safety)



### Year 3

<b>Focus: Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i>	<b>Focus: Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i>	<b>Focus: Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i>
<ul style="list-style-type: none"> <li>• Typing skills – Dance Mat typing, home row, recap alternative keys</li> <li>• Word processing - formatting</li> <li>• 7 sentences activity and short story (my summer)</li> <li>• Seesaw activity – create a class icon (explore inbuilt paint settings to add text/shapes/backgrounds and format)</li> </ul>	<ul style="list-style-type: none"> <li>• Recap coding terms from KS1:</li> <li>• BBC Bitesize videos : 1. what is an algorithm? 2. What is coding? Not just digital, need to be specific, must include every step, must follow syntax rules. Computers follow commands – could result in no output or wrong output.</li> <li>• Activity – create 2 simple algorithms e.g. how to brush your teeth, how to make a cup of tea, how to make a jam sandwich</li> <li>• New focus: debugging, syntax, iteration, prog language.</li> </ul>	<ul style="list-style-type: none"> <li>• Creating simple drawings in Pixelmator – Paint, erase, pen size, opacity, colour, pen style options, zoom and saving</li> <li>• Create a stain glass window in Paint.</li> <li>• Sketch.io – how to use shapes – increase spread, line options, edge options, rotate</li> </ul>
<ul style="list-style-type: none"> <li>• E-safety – The adventures of Kara, Winston and the SMART crew (Childnet). All 5 chapters and activities.</li> </ul>	<ul style="list-style-type: none"> <li>• Space Cadets programming in Tynker – upload evidence to Seesaw (screenshots and a Pages PDF demonstrating iteration)</li> <li>• Learn to Code with El Chavo</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to Kodu: create a world, add objects, add bots, edit options (colour/size etc), glass walls, change world settings (night etc). Basic programming (WHEN,DO) – movement options, bump, eat</li> <li>• Activity: create a basic world. Create a game to eat apples. Score points – add stars in world (when bump delete points)</li> </ul>
<ul style="list-style-type: none"> <li>• Presentation basics (own topic) – backgrounds, Word Art, formatting text, use of text boxes, transitions, effective use of images</li> <li>• Link to internet explorer – tab options, blocked sites, moving between applications, followed hyperlinks</li> </ul>	<ul style="list-style-type: none"> <li>• Coding in Scratch Jr – introduction to broadcasts.</li> <li>• Create 2 scenes (different background, 2 sprites on each): 1) conversation using wait, 2) conversation using broadcasts</li> <li>• Compare the two techniques in a Pages document and upload to Seesaw.</li> </ul>	<ul style="list-style-type: none"> <li>• Photography using iPads and PicCollage</li> <li>• Hour of Code – Minecraft, Star Wars</li> </ul>

### Digital Citizenship:

Dangers of the internet– personal details, webcams, fake profiles in gaming and social media, chat rooms.  
 How to stay safe and cyberbullying. Effective internet use and evaluating sources.

**Year 4**

<p><b>Focus : Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i></p>	<p><b>Focus : Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i></p>	<p><b>Focus : Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i></p>
<ul style="list-style-type: none"> <li>• Typing Skills – Typing.com practice and tests. Typing games e.g. typing.com</li> <li>• Information sheet on security and passwords</li> </ul>	<ul style="list-style-type: none"> <li>• Recap coding terms.</li> <li>• Scratch Jr – own project using up to 4 scenes. Must use movement, speech, repeat and broadcasts. Must use parallel coding e.g. basketball motion or resize as move up the stage (to give impression of moving away)</li> </ul>	<ul style="list-style-type: none"> <li>• Sketch.io – exploring pencil options – complete 5 challenges using various techniques including stamp and fur.</li> </ul>
<ul style="list-style-type: none"> <li>• Presentation advanced (PC Basics topic) – progression to tables, custom animation, shape art, timings and mouse over hotspots to create labels on a computer</li> <li>• Theory covered – input/output/process, input devices, output devices, inside a computer, health and safety</li> </ul>		<ul style="list-style-type: none"> <li>• iPad photography &amp; Book Creator project “Our school”</li> <li>• Garage Band – introduction to music. Option for cross-curricular project (record background music for a poem)</li> </ul>
<ul style="list-style-type: none"> <li>• Be Internet Legends (E-safety) with Interland game</li> <li>• Internet research activity and website reliability (tree octopus)</li> <li>• How to do proper image searches (tool options, image file size, pixilation, transparent backgrounds).</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch 2.0 basic joke (using wait or broadcast). Explore all new options for backgrounds and sprites, introduce costumes, rotate, coordinates and resize.</li> </ul> <p>2 Scratch activities: animate your name, create a band using music code.</p>	<ul style="list-style-type: none"> <li>• Kodu – new skills (combat, path – edit options to create walls). Activity: fly fish game, maze game (advanced options – enemies in the maze, clouds blocking exits until items collected)</li> <li>• Hour of Code – Dance Party, Crystal Clash</li> </ul>

**Digital Citizenship:**

Effective use of passwords, importance of security. Researching using the internet (PowerPoint activity), search engines, website reliability. E-safety (Interland game).

Year 5

<p><b>Focus : Digital Productivity (IT)</b> <i>Typing skills, IT best practice, generic software, internet skills</i></p>	<p><b>Focus : Computing (CS)</b> <i>Computational thinking, gaming, programming &amp; coding, models &amp; simulations, technical terms, hardware &amp; software</i></p>	<p><b>Focus : Digital Creativity (DL)</b> <i>Animation &amp; video, 2D &amp; 3D design, e-books, photography, movies</i></p>
<ul style="list-style-type: none"> <li>• Typing Skills (Touch typing practice on Typingclub.com)</li> <li>• Information sheet on digital wellbeing created in Word – further image editing – crop, rotate, frames, wrap text, emojis</li> </ul>	<ul style="list-style-type: none"> <li>• Refresh coding terms (poster in Word for following terms: command, algorithm, sequence, iteration, debugging)</li> <li>• New terms: abstraction, decomposition, conditionals, functions, variables</li> </ul>	<ul style="list-style-type: none"> <li>• Creating comics in Book Creator (trouble on the farm). Images can be created in Scratch Jr, Scratch online or Pixelmator. Frames, gutters, fill options, text options, stickers, speech/thought bubbles. Export as a movie to Seesaw.</li> </ul>
<ul style="list-style-type: none"> <li>• PowerPoint Project - Social Media (E-safety &amp; the Law using National Online Safety Guides).</li> <li>• Include a welcome page with hyperlink buttons to all apps (and back buttons)</li> </ul>	<ul style="list-style-type: none"> <li>• Dragon Spells in Tynker – upload evidence to seesaw: 1. Pages PDF demonstrating iteration and explaining 3 options (repeat set number, repeat forever, repeat forever until) 2. PDF theory/evidence of a function. 3. Screenshot of a conditional (e.g. IF icefly) – annotate (text/audio) to show understanding.</li> </ul>	<ul style="list-style-type: none"> <li>• Option for cross-curricular project – record a news report in iMovie (linking with writing newspaper articles in English)</li> </ul>
<ul style="list-style-type: none"> <li>• Internet project in Pages – understanding networks (LAN and WAN) and the WWW.</li> <li>• How does the internet work? Create network diagrams in Pages (ring, star, bus)</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Scratch 3.0 - create a pong game/create a ghost game</li> <li>• Project - create a quiz in Scratch (compare paper-based with Kahoot!).</li> </ul>	<ul style="list-style-type: none"> <li>• Create your own game in Kodu.</li> </ul>

**Digital Citizenship:**

Theory on Digital wellbeing for information sheet in Word - health, work/life balance, Personal relations, environment  
E-safety covered in PowerPoint project (understanding social media apps and dangers, reporting concerns, the law).



### Year 6

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<ul style="list-style-type: none"> <li>• Typing Skills - practice touch typing skills on Typing Club. Play typing games on typing.com</li> <li>• Word processing techniques – borders, tables, headers and footers, formatting images, columns to create an e-safety information sheet (digital footprints, viruses, trolls, malware and hackers)</li> </ul>	<ul style="list-style-type: none"> <li>• Refresh coding terms (poster in Word for following terms: abstraction, decomposition, conditionals, functions, variables)</li> <li>• Swift Playground - decomposition, pattern recognition, functions, debugging (logical reasoning). Evidence from each of the first three sections (commands/functions/loops) into a Pages document (add theory and screenshot) uploaded to Seesaw. Evidence of commands, functions and loops</li> <li>• Scratch 3.0 – create a chase game (ideas section), create a car racetrack game.</li> </ul>	<ul style="list-style-type: none"> <li>• Sketch.io – complete the different project ideas (create an animal, use calligraphy to write your name, use sketch to draw some trees, create symmetrical patterns using mirror brush)</li> <li>• Compare different painting apps (offline and online) in a Keynote presentation. Use camera where needed or safari images.</li> </ul>
<ul style="list-style-type: none"> <li>• Creating games in PowerPoint - using mouse over effects, buttons hyperlinks and custom animation to create moving obstacles</li> </ul>	<ul style="list-style-type: none"> <li>• Excel (Tuck Shop) – understanding worksheets, cells, cell referencing, cell merge, formatting cells, simple formulas and graphs</li> <li>• Battleships game to understand cell referencing</li> </ul>	<ul style="list-style-type: none"> <li>• Create an animation using StopMotion</li> <li>• Create an animation using Toontastic.</li> </ul>
<ul style="list-style-type: none"> <li>• E-Safety – Being SMART with your Smartphone (Childnet). In-app purchasing. Activities &amp; top tips poster</li> </ul>	<ul style="list-style-type: none"> <li>• Flow Diagrams in Flowol/Word/PureFlow - models/simulations/algorithms in the real world - traffic lights, making a cup of tea</li> </ul>	<ul style="list-style-type: none"> <li>• Create a movie trailer in iMovie</li> </ul>

### Digital Citizenship:

\*E-Safety (viruses and malware), digital footprints, ICT in society (flow diagrams).