

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety
	<ul> <li>Computer systems and networks – technology around us <ol> <li>To identify technology.</li> <li>To identify a computer and its main parts.</li> <li>To use my finger to control the curser on the screen.</li> <li>To use a keyboard to type on an iPad.</li> <li>To use a keyboard to text.</li> <li>To create rules for using technology responsibly.</li> </ol> </li> <li>Planning from Teach Computing.</li> </ul>	<ul> <li>Creating Media – Seesaw</li> <li>1. To use Seesaw to create a document</li> <li>2. To use Seesaw to draw a picture</li> <li>3. To use Seesaw to add text</li> <li>4. To use Seesaw to add shapes</li> <li>5. To use Seesaw to add audio</li> </ul> Everyone Can Create Teacher Guide for Early Learners Drawing (page 3): Chapter 1 Patterns <ol> <li>Students will be able to:</li> <li>Draw different kinds of lines using a variety of pens and brushes.</li> <li>Experiment with methods for creating and combining shapes.</li> <li>Practise making patterns</li> </ol>	<ul> <li>Data and information <ol> <li>To label objects</li> <li>To identify that objects can be counted</li> <li>To describe objects in different ways</li> <li>To count objects with the same properties</li> <li>To compare groups of objects</li> <li>To answer questions about groups of objects</li> </ol> </li> <li>Planning from Teach Computing.</li> </ul>	<ul> <li>Coding - Programming A using floor robots (must be taught before B)</li> <li>1. To explain what a given command will do.</li> <li>2. To act out a given word.</li> <li>3. To combine 'forwards and backwards' commands to make a sequence.</li> <li>4. To combine four direction commands to make sequences.</li> <li>5. To plan a simple programme.</li> <li>6. To find more than one solution to a problem.</li> </ul>	<ul> <li>Everyone Can Create Teacher Guide for Early Learners Photo (page 42): Chapter 3 Edit Photos</li> <li>Students will be able to: <ol> <li>Crop photos to make the subject of each shot stand out more.</li> <li>Change colour photos to black and white.</li> <li>Use Markup to draw on a photo and add text.</li> </ol> </li> <li>Everyone Can Create Teacher Guide for Early Learners Apple Education https://books.apple.com/gb/book/ever yone-can-create-teacher-guide-for- early-learners/id1479892110.</li> <li>OR</li> </ul>	<ul> <li>Coding: Programming B using Scratch jr.</li> <li>1. To choose a command for a given purpose.</li> <li>2. To show that a series of commands can be joined together.</li> <li>3. To identify the effects of changing a value.</li> <li>4. To explain that each sprite has its own instructions.</li> <li>5. To design the parts of a project.</li> <li>6. To use my algorithm to create a program.</li> <li>Planning from Teach Computing.</li> </ul>
		using lines and shapes. Everyone Can Create Teacher Guide for Early Learners Apple Education https://books.apple.com/gb/book/e veryone-can-create-teacher-guide- for-early-learners/id1479892110		Planning from Teach Computing.	<ul> <li>Everyone Can Create Teacher Guide for Early Learners Video (page 52): Chapter 1 Introduce Yourself</li> <li>Students will be able to: <ol> <li>Record, play and delete individual clips.</li> <li>Improve videos by choosing simple, uncluttered backgrounds.</li> <li>Make videos sound better by speaking clearly and recording in quiet locations.</li> <li>Use the front-facing camera to record a selfie video.</li> </ol> </li> <li>Everyone Can Create Teacher Guide for Early Learners</li> <li>Apple Education https://books.apple.com/gb/book/ever yone-can-create-teacher-guide-for- early-learners/id1479892110</li> </ul>	

Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety	
<ul> <li>Computer systems and networks – IT around us</li> <li>1. To recognise the uses and features of Information Technology</li> <li>2. To identify the uses of information technology in the school</li> <li>3. To identify IT beyond school</li> <li>4. To explain how IT helps us</li> <li>5. To explain how to use IT safely</li> <li>6. To recognise that choices are made when using IT</li> <li>Planning from Teach Computing</li> </ul>	Creating media: Photo Chapter 2: Portraits You'll be able to: 1. Backlight your subject for a silhouette effect. 2. Apply filters to enhance the mood. 3. Use Markup tools to retouch photos Everyone Can CreatePhoto Apple Education https://books.apple.com/gb/book/e veryone-can- createphoto/id1440211371 OR Creating media: Video Chapter 1: Your First Movie You'll be able to: Trim and arrange clips. Add a musical soundtrack to enhance the mood. Use filters, titles, stickers, and other effects to tell Da visual story. Everyone Can Create Video Apple Education https://books.apple.com/gb/book/e veryone-can-create- video/id1440214280	<ul> <li>Data and information <ol> <li>To recognise that we can count and compare objects using tally charts</li> <li>To recognise that objects can be represented as pictures</li> <li>To create a pictogram.</li> <li>To select objects by attribute and make comparisons.</li> <li>To recognise that people can be described by attributes.</li> <li>To explain that we can present information using devices.</li> </ol> </li> <li>Planning from Teach Computing</li> </ul>	<ul> <li>Coding - Programming A using floor robots (must be taught before B)</li> <li>1. To describe a series of instructions as a sequence.</li> <li>2. To explain what happens when we change the order of instructions.</li> <li>3. To use logical reasoning to predict the outcome of a program.</li> <li>4. To explain that programming projects can have code and artwork.</li> <li>5. To design an algorithm.</li> <li>6. To create and debug a programme that I have written.</li> <li>Planning from Teach Computing</li> </ul>	Everyone Can Crea for Early Learners: M Chapter 1 Rhythm a Students will be able 1. Explore and digital percu 2. Compose an rhythmic pa maintaining 3. Evaluate the tracks, then them Everyone Can Crea for Early Learners Apple Education https://books.apple eryone-can-create- early-learners/id147	
Internet safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety	
<ul> <li>Computer systems and networks – connecting computers</li> <li>1. To explain how digital devices function</li> <li>2. To identify input and output devices</li> <li>3. To recognise how digital devices can change the way we work</li> <li>4. To explain how a computer network can be used to share information</li> <li>5. To explore how digital devices can be connected</li> <li>6. To recognise the physical components of a network</li> <li>Planning from Teach Computing.</li> </ul>	<ul> <li>Creating Media</li> <li>Creating Video: Chapter 2: Silent</li> <li>Movies</li> <li>You'll be able to:</li> <li>1. Frame a shot with the right amount of head room and nose room.</li> <li>2. Identify and capture multiple shot types.</li> <li>3. Add a grid in the Camera app to guide Shot composition.</li> <li>Everyone Can Create Video</li> <li>Apple Education</li> <li>https://books.apple.com/gb/book/e veryone-can-create-video/id1440214280</li> <li>This material may be protected by copyright.</li> </ul>	<ul> <li>Data and Information: Branching Databases</li> <li>1. To create questions with yes/no answers</li> <li>2. To identify the object attributes needed to collect relevant data</li> <li>3. To create a branching database</li> <li>4. To explain why it is helpful for a database to be well structured</li> <li>5. To identify objects using a branching database</li> <li>6. To compare the information shown in a pictogram with a branching database</li> <li>https://www.j2e.com/jit5#branching</li> <li>Planning from Teach Computing.</li> </ul>	CodingProgramming SequencingSounds: Scratch1. To explore a new programming environment2. To identify that commands have an outcome3. To explain that a programme has a start4. To recognise that a sequence of commands can have an order5. To change the appearance of my project6. To create a project from a task descriptionPlanning from Teach Computing.	Coding: Physical Coding Sp https://edu.sphero. Ory Learning Objective: 1. I can practice 2. I can define a 3. I can create a Blocks program	
	<ul> <li>Computer systems and networks – II around us         <ol> <li>To recognise the uses and features of Information Technology</li> <li>To identify the uses of information technology in the school</li> <li>To identify II beyond school</li> <li>To explain how II helps us</li> <li>To explain how to use IT safely</li> <li>To recognise that choices are made when using IT</li> </ol> </li> <li>Planning from Teach Computing</li> <li>Internet safety</li> <li>Computer systems and networks – connecting computers         <ol> <li>To explain how digital devices function</li> <li>To identify input and output devices</li> <li>To recognise how digital devices can change the way we work</li> <li>To explain how a computer network can be used to share information</li> <li>To explore how digital devices can be connected</li> <li>To recognise the physical components of a networks</li> </ol> </li> </ul>	Computer systems and networks- fractorid us       Creating media: Photo Chapter 2: Portraits         1. To recognise the uses and rechnology       I. To exclight your subject for a silhouette effect.         2. To identify the uses of information technology in the school       I. Backlight your subject for a silhouette effect.         3. To identify IT beyond school       To explain how to use IT safely       I. To recognise that choices are made when using IT         Planning from Teach Computing       OR         Computer systems and networks connecting computers       Creating media: Video Chapter 1: Your Tist Moxie You'll be able to: Tim and arrange clips. Add a musical soundtrack to enhance the mood. Use filters, tilles, stickers, and other effects to tell idea visual story.         Internet safety       Creating Media Creating Media Creating Media Create Video Apple Education https://books.apple.com/gb/book/e veryone-can-create- video/id1440214280         Internet safety       Internet Safety         Computer systems and networks - connecting computers       Creating Media Creating Video: Chapter 2: Silent Movies         1. To explain how digital devices can change the way we work       Internet Safety         2. To identify input and output devices can be own digital devices can be computer network can be used to share information       I. Identify and capture multiple shot types.         3. To recognise the physical components of a network       I. Add a grid in the ight Camera app to guide ighth composition.         4. To explain how a computer networ	Computer systems and networks- It round us       Creating media: Photo Chapter 2: Partials       Data and Information         1. To recognise the uses and features of information rechnology       Information echnology       Information echnology       Information echnology         2. To identify the uses of information technology in the school       Information technology in the school       Information echnology       Information echnology         3. To identify the uses of information technology in the school       Information echnology       Information echnology         4. To explain how to use IT sofely       Everyone Can CreatePhoto Apple Education createphoto//dl14/0211371       Information explain how to use IT to are fird Movie createphoto/dl14/0211371         Planning from Teach Computing       OR       To explain thow the can present information using devices.         Internet safety       Creating media: Video Chapter 1: Your Fird Movie Veryone Can Create Video Apple Education https://books.apple.com/gb/book/e veryone.can.create- video/id14/0211280       Planning from Teach Computing         Internet safety       Creating Media Creating Media Creating Media Creating Media Creating Video: Chapter 2: Stent Movie       Data and Information: Branching Database         1. To explain how digital devices can change the work can be used to share information       Internet Safety       Data and Information: Branching Database         1. To explain how digital devices can change the work can be used to share information       To erecognise the works <td< td=""><td>Computer ystems and networks If around us         Creating media: Photo Chapter 2: Formation         Data and Information (corrector)         Control (corrector)         Control (corrector)           1. To recognise that we so the solution of information Technology         1. Backlight your subject for a single the arbor to be solution of the solution of the solution solution of the solution (corrector)         Data and Information (corrector)         Control (corrector)         Contro (corrector)         Control (corrector)         <td< td=""></td<></td></td<>	Computer ystems and networks If around us         Creating media: Photo Chapter 2: Formation         Data and Information (corrector)         Control (corrector)         Control (corrector)           1. To recognise that we so the solution of information Technology         1. Backlight your subject for a single the arbor to be solution of the solution of the solution solution of the solution (corrector)         Data and Information (corrector)         Control (corrector)         Contro (corrector)         Control (corrector) <td< td=""></td<>	

	Internet Safety
Create Teacher Guide rs: Music (page 77) am and Beats able to: and play a variety of ercussion instruments. se and record simple patterns while hing a steady beat. the quality of their hen save and name Create Teacher Guide rs n ople.com/gb/book/ev ate-teacher-guide-for- 11479892110	<ul> <li>Coding: Programming B using Scratch jr.</li> <li>1. To explain that a sequence of commands has a start.</li> <li>2. To explain that sequence of commands has an outcome.</li> <li>3. To create a programme using a given design.</li> <li>4. To change a given design.</li> <li>5. To create a programme using my own design.</li> <li>6. To decide how my project can be improved.</li> <li>Planning from Teach Computing</li> </ul>
sphero Block 1 ero.com/cwists/categ tives: tice refactoring code. te and use loops. te and execute a gram.	Internet Safety Creating Media Sound: Garage Band Chapter 2 Rhythm and Drumbeats You'll be able to: 1. Customise a virtual drummer's performance using Drummer. 2. Recognise note lengths and common percussion instruments. 3. Programme drum sounds to create a drumbeat using the Beat Sequencer. Everyone Can Create Music Apple Education https://books.apple.com/g b/book/everyone-can- create-music/id1440203050 This material may be protected by copyright.

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		Creating Media Photo: Chapter 4: Action You'll be able to: 1. Take and select photos using Burst mode. 2. Apply the long exposure effect. 3. Animate your photos. Everyone Can CreatePhoto Apple Education https://books.apple.com/gb/book/e veryone-can- createphoto/id1440211371			
Y4	Internet Safety	Internet safety	Internet safety	Internet Safety	Internet Safety
	<ul> <li>Computer systems and networks – the internet</li> <li>1. To describe how networks physically connect to other networks.</li> <li>2. To recognise how networked devices make up the internet</li> <li>3. To outline how websites can be shared via the World Wide Web</li> <li>4. To describe how content can be added and accessed on the WWW</li> <li>5. To recognise how the content of the WWW is created by people</li> <li>6. To evaluate the consequences of unreliable content</li> <li>Planning from Teach Computing.</li> </ul>	Creating Media Photo: Chapter 5: Collage Composition You'll be able to: 1. Build a single composition with multiple photos and other graphic elements. 2. Hide parts of photos using Instant Alpha. 3. Crop, mask, edit and layer photos. Everyone Can CreatePhoto Apple Education https://books.apple.com/gb/book/e veryone-can- createphoto/id1440211371	<ul> <li>Data and Information: Data Logging</li> <li>1. To explain that data gathered over time can be used to answer questions.</li> <li>2. To use a digital devices to collect data automatically.</li> <li>3. To explain that data loggers collect 'data points' from sensors</li> <li>4. To use data collected to find information</li> <li>5. To identify the data needed to answer questions</li> <li>6. To use collected data to answer questions</li> <li>Planning from Teach Computing.</li> <li>Use Ardiuno App on iPads for data logging.</li> </ul>	Coding Programming: Repetition in Shapes 1. To identify that accuracy in programming is important 2. To create a programme in a text based language 3. To explain what 'repeat' means 4. To modify a count- controlled loop to produce a given outcome 5. To decompose into small steps 6. To create a program that uses count- controlled loops to produce a given outcome Planning from Teach Computing.	Coding: Physical C https://edu.sphero. ory Learning Objective 1. I can define an including if/the 2. I can create ar program.

	Internet Safety
Coding Sphero Block	Creating Media Creating Videos: Chapter 5: Documentaries You'll be able to:
es: nd use conditionals, en/else statements. and execute a Blocks	<ol> <li>Use your camera's manual controls to change focus and exposure.</li> <li>Set up and record an interview.</li> <li>Put together a rough edit of your story with transitions and titles.</li> </ol>
	Everyone Can Create Video Apple Education https://books.apple.com/g b/book/everyone-can- create-video/id1440214280

Y5	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety
	<ul> <li>Computing systems and networks <ul> <li>sharing information</li> </ul> </li> <li>1. To explain that computers can be connected together to form systems</li> <li>2. To recognise the role of computer systems in our lives</li> <li>3. To experiment with search engines</li> <li>4. To describe how search engines select results</li> <li>5. To explain how search engines are ranked</li> <li>6. To recognise why the order of results is important and to whom</li> </ul> Planning from Teach Computing.	Creating Media Creating Videos: Chapter 7: Special Effects You'll be able to: 1. Create trick effects using simple edits. 2. Adjust the colour of clips to create custom looks. 3. Use green-screen effects Everyone Can Create Video Apple Education https://books.apple.com/gb/book/e veryone-can-create- video/id1440214280 This material may be protected by copyright. OR Creating Media Digital Imagery: Photography Chapter 6 – Photo Journalism You'll be able to: 1. Tell a story with a series of photos. 2. Rearrange and add transitions to slides. 3. Layer text on top of photos in Keynote Everyone Can Create Photo Apple Education https://books.apple.com/gb/book/e veryone-can- createphoto/id1440211371 This material may be protected by copyright.	<ul> <li>Data and Information – Flat File Databases</li> <li>1. To use a form to record information</li> <li>2. To compare paper and computer databases</li> <li>3. To outlien how to answer questions by grouping and sorting data</li> <li>4. To explain that tools can be used to select specific data</li> <li>5. To explain that computer programmes can be used to compare data visually</li> <li>6. To use real world data bases to answer questions</li> <li>Planning from Teach Computing.</li> <li>To teach using 'Numbers' App.</li> </ul>	Everyone Can Code Puzzles https://books.apple.com/gb/b ook/everyone-can-code- puzzles/id1481279489	Creating Media Sound: Garage Bar Chords and Melody You'll be able to: 1. Understand structures a 2. Play and re melodies us Instruments. 3. Layer multip drums to create Apple Education https://books.apple eryone-can-create music/id144020305 This material may b copyright.

## and Chapter 3 ody

- nd basic chord s and progressions. record chords and using Touch nts. Itiple instruments with
- create full songs.
- reate Music
- ple.com/gb/book/ev ate-050 y be protected by

## Internet Safety

## Coding: Physical Coding Sphero Block 3

https://edu.sphero.com/cwi sts/category

## Learning Objectives:

- I can use a gyroscope to calculate rotational velocity.
- 2. I can learn what absolute value is.
- 3. I can create and execute a Block program.

	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety
	Computing Systems and Networks	Creating Media	Data and Information – Flat File	Everyone Can Code	Creating Media	Coding: Physical Coding
	– Communication	<b>Creating Videos: Chapter 8 Short Film</b>	Databases	Adventures <b>Adventures</b>	Digital Imagery: Photography Chapter	Sphero Block 4
	1. To explain the importance	Production	1. To create a data set in a		7 – Animated Gifs.	
	of internet addresses		spreadsheet	https://books.apple.com/gb/b		https://edu.sphero.com/cv
	2. To recognise how data is	You'll be able to:	2. To build a data set in a	ook/everyone-can-code-	You'll be able to:	sts/category
	transferred across the	1. Write a story in screenplay	spreadsheet	adventures/id1540864952	1. Change the appearance of a	_
	internet	sepformat.	3. To explain that formulas		photo over time using Keynote	Learning Objectives:
	3. To explain how sharing	2. Design a floor plan for	can be used to produce		transitions.	1. I can create code
	information can help	camera placement.	calculated data		2. Make a stop-motion	from pseudocode.
	people to work together	3. Add and control audio and	4. To apply formulas to		animation.	2. I can define and us
	4. To evaluate different ways	sepsound effects in iMovie.	data		3. Add motion to a photo.	variables,
	of working together online		5. To create a spreadsheet			conditionals, loops,
	5. To recognise how we	Everyone Can Create Video	to plan an event		Everyone Can Create Photo	random within
	communicate using	Apple Education	6. To choose suitable ways		Apple Education	bounds, and data
	technology	https://books.apple.com/gb/book/e	to present data		https://books.apple.com/gb/book/ev	types.
	6. To evaluate different	veryone-can-create-			eryone-can-	3. I can create and
	methods of online	video/id1440214280	Planning from Teach		createphoto/id1440211371	execute a Blocks
	communication		Computing.			program.
			To teach using 'Numbers' App.			
	Planning from Teach Computing.					