

ICT	Autumn		Spring		Summer	
<b>Y1</b>	<b>Computing System</b>	<b>Creating Content: Organise information and present findings</b>	<b>Programming</b>	<b>E-safety: Digital Citizenship</b>	<b>Programming</b>	<b>Creating Digital Media</b>
<b>Topic</b>	- Hardware investigators (Year 4) (2) - Exploring Purple Mash (1)	-Grouping and Sorting (2) -Pictograms (3) - Spreadsheet(3)	-Lego Builders (3) -Maze Explorers (4)	- Online Safety (4) - Technology outside school (2)	-Coding (6)	-Animated Stories (5)
<b>Project description</b>	<p>This project will enable pupils to learn different parts of a computer and their functions. Pupils will then create a leaflet to demonstrate their learning.</p> <p>In this project the pupils will understand that Purple Mash is a safe online programme to use and learn how to log in and out of Purple Mash. They will also practise saving their work and explore the tool section in Purple Mash.</p>	<p>This project will enable pupils to develop their ability to sort various items online using a variety of criteria.</p> <p>In the pictogram project, pupils will contribute to the collection of class data and contribute to a class pictogram. They will also discuss what the pictogram shows and collect data from rolling a die 20 times and records the results. Pupils can then represent these results as a pictogram.</p>	<p>This project will enable pupils to follow instructions to solve a problem.</p> <p>This project enables pupils to use 2Go to move objects in different directions.</p>	<p>This project will enable Pupils to consider how technology is used outside of the school environment. The pupils will further develop their understanding of what is <b>“technology”</b> and different types of technology used in and out of school.</p>	<p>This project will introduce children to coding and help them to understand what coding means by setting up instructions. The pupils can then use <b>‘event’, ‘object’</b> and <b>‘action code block’</b> to execute the codes to run the programme. Towards the end of this project, pupils will be able to create and design a plan for their free code scene programme.</p>	<p>This project will provide an opportunity for the children to create their own animated story book using the 2Create a Story tool.</p> <p>Pupils can add a sound, background and drawing to the page and change the size and style of the font.</p>

Curriculum Overview 2022/23

Y2	Creating Content: Organise Information and Present Findings	Creating Content: Organise Information and Present Findings	Creating Content: Organise Information and Present Findings	E-Safety: Digital Citizenship	Programming	Searching: Navigating the Internet
	Creating Digital Media	Collaborative Working: Exchanging and Sharing Information		Collaborative Working: Exchanging and Sharing Information		
Topic	-Questioning (5) - Making Music (3)	-Creating Pictures (5)	-Spreadsheets (4)	-Online Safety (3) - Presenting Ideas (4)	-Coding (5)	-Effective Searching (3)
Project description	<p>This project is designed to help children learn about the importance of phrasing questions. Pupils will learn what is meant by a database and it will enable pupils to use a binary tree for data handling such as sorting and yes/no questions.</p> <p>They will also explore harmony and build up musical scores using 2Sequence. This project will enable pupils to create tunes, to control the speed the tempo and upload their own creation of music expressing their feelings.</p>	<p>Pupils will explore a range of different styles of art such as Impressionism, Pointillism, Surrealism and different artists such as Piet Mondrian and William Morris. Pupils will then use 2Paint to create their own art piece using the features and patterns they have learnt.</p>	<p>This project will enable pupils to understand what a spreadsheet is and how to use it. Children will learn how to input numbers, add the total and create a table of data on a spreadsheet.</p>	<p>Pupils will learn how to use Purple Mash safely. This project will enable pupils to learn how to use email on Purple Mash safely and discuss the concept of a <b>digital footprint</b>.</p> <p>Pupils will also learn how to present their work digitally. They will add clipart, photos, and other data to organise and present their work.</p>	<p>This project will enable the pupils to learn key vocabulary in coding and solve their own problems when they get stuck, either by reading through their code again or by asking their peers. The pupils will complete <b>The Chimp</b> activity which provides further practice of the concepts.</p>	<p>This project will allow pupils to develop an understanding of what the Internet is and to help them use the basic tools to search for information more effectively. Pupils will learn the basics of search, where to type the query and how to understand the pages of result on a range of search engines.</p>

Y3	Digital Literacy	E – Safety	Programming	E-Safety	Programming	Creating Content: Organise Information and Present Finding
		Collaborative Working: Exchanging and Sharing Information		Creating Content: Organise Information and Present Findings		
Topic	-Typing (4)	-Emails (6)	-Simulation (3)	-Online Safety (3) - Branching Database (4)	-Coding (6)	-Spreadsheets (3) - Graphing (2)
Project description	This project enables pupils to learn the basics of quick and efficient typing. Pupils will learn the names of the fingers and what is meant by the home, bottom and top rows. Then the pupils will practise typing using two hands to type the letters on the keyboard.	Pupils will learn how to use 2email and how to stay safe using email. This project will enable pupils to compose and reply an email and to understand what CC and BCC mean.	This project will enable pupils to know what a computer simulation is and it can represent real and imaginary situations. Pupils will then explore a simulation and test different options. Finally, pupils will evaluate and determine the effectiveness and usefulness for purpose.	This project will enable pupils to understand how important it is to stay safe on the Internet. Pupils will discuss what makes a good password, assess the reliability of information on the Internet and discuss how to stay safe from cyber bullying.  This project will enable pupils to create YES/NO questions to present data.	This project will enable the pupils to use commands on a programme to run an object move with a timer and repeat the commands. Pupils will also nest and debug the programme if there is an issue.	This project will enable pupils to create charts and graphs of data on a spreadsheet. It will also enable pupils to use 'more than', 'less than' and 'equals' tools to compare different numbers.  This project will enable pupils to input data to create graphs using 2Graph. Pupils will also solve maths investigation and present the results in a range of different graphical formats.

Curriculum Overview 2022/23

Y4	Digital Literacy	Searching: Navigating the Internet	Creating Content: Organise Information and Present Findings	E-Safety: Digital Citizenship	Programming	Logical Thinking
	Computing System	Logical Thinking				Creative Digital Media
Topic	-Writing for different audiences (5) - Hardware investigators (2)	-Effective searching (3) -Animation (3)	-Spreadsheets (5)	-Online Safety (4)	-Coding (6)	-Logo (4) - Making music (4)
Project description	<p>This project will enable pupils to learn that technology can be used to organise and develop ideas. Pupils will explore a range of different font styles and text formatting for different purposes. By the end of the project, pupils will write a persuasive letter for a community campaign.</p> <p>This project will enable pupils to learn different parts of a computer and their functions. Pupils will then create a leaflet to demonstrate their learning.</p>	<p>This project will enable pupils to use search engines to search for specific information to answer a series of questions and evaluate the credibility of the information.</p> <p>This project will enable pupils to create an animation using 2Animate. Pupils will use the Onion Skin tool to create an animated image with backgrounds and sounds. By the end of this project, pupils will create their own animation using stop motion.</p>	<p>This project will enable pupils to learn how to add a formula, use spin button tools and create a line graph using 2Calculte.</p>	<p>This project will enable pupils to learn online identity. Pupils will learn what 'phishing' is and how identity theft is related to digital footprints. Pupils will also learn the risk of virus and the concept of plagiarism and copyright.</p>	<p>This project will enable pupils to create a programme with objects and variables. Pupils will also include If and If/Else statements to run the programme.</p>	<p>This project will enable pupils to use 2Logo to create shapes, using the Repeat, Pu and Pd commands.</p> <p>This project will enable pupils to identify rhythm, tempo and mood of a piece of music using Busy Beats. By the end of this project, pupils will create a simple melodic pattern using 2Sequence and Busy Beats.</p>

Y5	Collaborative Working: Exchanging and Sharing Information	Creating Content: Organise Information and Present Findings Searching: Navigating the Internet	Creating Content: Organise Information and Present Findings	E-Safety: Digital Citizenship	Programming	Creating Digital Media
Topic	-Concept maps (4)	-Spreadsheets (5) - Data base (4)	-3D Modelling (4)	-Online Safety (3)	- Coding (6)	-Game creator (5)
Project description	This project will enable pupils to use 2Connect to make connections between ideas and thoughts so that they can create their own concept map.	This project will enable pupils to use 2Calculate to create a formula to convert both metric units and time. Also, pupils will use 2Calculate to model a real life situation and find a solution through working out the area and perimeter of a given shape.  This project will enable pupils to use 2Investigate to search, input and record databases.	This project will enable pupils to use 2Design and Make to design and create 3D models for a purpose.	This project will enable pupils to understand the importance of online safety and rules to keep safe from any danger online such as privacy protection. Pupils will also learn to understand the advantages and disadvantages of different forms of communication.	This project will enable pupils to create a programme using variables and algorithms. Pupils will also explore how simplified codes make their programming more efficient.	This project will enable pupils to use 2DIY 3D to create a game which can be played by other children in Year 5. Pupils will design the setting, characters and instructions so that other people can play it.

Y6	Collaborative Working: Exchanging and Sharing Information	Computing Systems	Creating Contents: Organise Information and Present Findings	E-Safety: Digital Citizenship	Creating Content: Organise Information and Present Findings	Programming
				Digital Literacy		
Topic	-Quizzing (6)	-Networks (3)	-Spreadsheets (5)	-Online safety (3) - Text adventures (4)	-Blogging (5)	-Coding (6)
Project description	This project will enable pupils to use 2Quiz to create and share a quiz. Pupils will consider the audience's ability level and interests when they create their quiz.	This project will enable pupils to understand computer networks including the Internet, how they can provide multiple services, such as the World Wide Web, and explore the opportunities they offer for communication and collaboration.	This project will enable pupils to use 2Calculate to create formulae. Pupils then will learn how to solve mathematical problems that can be applied to real life situations.	This project will enable pupils to consolidate risks about sharing information and reliability of websites. Pupils will then take more ownership of the way they balance being active online and offline.  This project will enable pupils to use 2Create to plan a story. Pupils will then test and debug their story.	This project will enable pupils to understand the key features of a blog, plan and create their own blog. Towards the end of this project pupils will assess the effectiveness and impact of their blog.	This project will enable pupils to follow flowcharts to create and execute their codes for the programmes to run and debug the codes. Towards the end of this project pupils will design their own text-based adventure game based on what they have planned.