



Autumn term

W/B Subject	30/8	5/9	12/9	19/9	26/9	3/10	10/10	24/10	31/10	7/11	14/11	21/11	28/11	5/12	12/12			
EYFS	<p>EYFS to cover the KS1 Readiness objectives below over the course of the year:</p> <table border="1"> <tr> <td> <p>Safe, effective and competent use of technology Personal use, devices, safety</p> <ul style="list-style-type: none"> Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively </td> <td> <p>Computer science and coding algorithms, programming</p> <ul style="list-style-type: none"> Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively </td> <td> <p>Using information effectively personal information, software/application knowledge</p> <ul style="list-style-type: none"> Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively </td> </tr> </table>															<p>Safe, effective and competent use of technology Personal use, devices, safety</p> <ul style="list-style-type: none"> Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively 	<p>Computer science and coding algorithms, programming</p> <ul style="list-style-type: none"> Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively 	<p>Using information effectively personal information, software/application knowledge</p> <ul style="list-style-type: none"> Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively
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Year 1	<p>What is computing?</p>	<p>E-safety</p>	<p>We are painters - 1.3</p> <ol style="list-style-type: none"> Recognise illustrations and plan our own illustrations Creating and storing illustrations Retrieving and manipulating illustrations Make and review an ebook 	<p>We are celebrators - 1.6</p> <ol style="list-style-type: none"> Research cards and practice using the keyboard Working with text Creating images Combining text and images Refine and review cards 														
Year 2	<p>What is computing?</p>	<p>E-safety</p>	<p>We are game testers - 2.2</p> <ol style="list-style-type: none"> Understand what an algorithm is Predict and try and work out algorithms Explore simple games and make predictions based on the algorithms Explore more complex games, discuss ideas about them, make and test predictions about how they work Explore a variety of games (on I pads) and discuss the similarities and differences and common features of algorithms they have seen 	<p>We are photographers - taking better photographs - 2.3</p> <ol style="list-style-type: none"> Explore photographs and form opinions on them Understand cameras and how to use them to take photos Take photos using a digital device Organise photos electronically Edit and enhance photos that we have taken Present a portfolio 														
Year 3	<p>What is computing?</p>	<p>E-safety</p>	<p>We are communicators - 3.5</p> <ol style="list-style-type: none"> Plan a project and learn how email works Using emails safely Working with attachments 	<p>We are presenters - 3.3</p> <ol style="list-style-type: none"> Reviewing sports TV Working with video cameras Shooting the videos 														



			<ol style="list-style-type: none"> 4. Developing a joint presentation 5. Sharing joint presentations in a video conference 	<ol style="list-style-type: none"> 4. Editing the videos 5. Improving and evaluate the videos 	
Year 4	What is computing?	E-safety	4.5 We are co-authors <ol style="list-style-type: none"> 1. Understand what a Wiki is. 2. Understand how wikis encourage collaboration 3. Create our own Wiki 4. Create our own Wiki 5. Edit a wiki page 6. Edit an online 'wiki' 	4.1 We are software developers <ol style="list-style-type: none"> 1. Playing and analyzing educational games 2. Building a game prototype 3. Adding in repetition and keeping track 4. Working on the interface 	
Year 5	What is computing?	E-safety	We are bloggers – 5.5 <ol style="list-style-type: none"> 1. Finding out what makes a good blog 2. Writing a blog post 3. Commenting on blog posts 4. Adding images to blog posts 5. Working with media 6. Live blogging 	We are cryptographers – 5.2 <ol style="list-style-type: none"> 1. Transmitting information in semaphore 2. Using morse code 3. Using Caesar cipher to create and crack codes 4. Situation ciphers and frequency analysis 	
Year 6	E-safety		We are adventure gamers (choose your own adventure PPT) <ol style="list-style-type: none"> 1. To explore an adventure game 2. To design an adventure game 3. To build the basis of an adventure game 4. To use hyperlinks within PPT 5. The evaluate and test each other's work 	We are computational thinkers <ol style="list-style-type: none"> 1. To understand the concept of an algorithm 2. To use random search algorithms 3. To build a linear search algorithm 4. To build a binary search algorithm 	



Spring term

W/B Subject	2/1	9/1	16/1	23/1	30/1	6/2	13/2	27/2	6/3	13/3	20/3	27/3			
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Year 1	<p>We are treasure hunters - 1.1</p> <ol style="list-style-type: none"> Hunt for treasure and record an algorithm Introducing the robot Introducing programming Programming the robot Debugging 				<p>We are TV chefs - 1.2</p> <ol style="list-style-type: none"> Investigating recipes and cookery programmes Programming a sandwich-making robot Develop a recipe and practise with the camera Film the recipe video Edit and review the video 				<p>We are collectors - 1.4</p> <ol style="list-style-type: none"> Searching for animal pictures Collecting fish 						
Year 2	<p>We are zoologists - 2.6</p> <ol style="list-style-type: none"> Learn how to use a classification key and branching database Learn how to use a camera and use a tally chart to record information Import and edit photos Work with data Work with maps Present our data 				<p>We are researchers - 2.4</p> <ol style="list-style-type: none"> Choose a topic of interest and ask key questions Search safely using Google Use sites to find answers to our questions Use a range of sites and simple Wikipedia Prepare a presentation Give a presentation 				<p>We are detectives - 2.5</p> <ol style="list-style-type: none"> Read and reply to an email Work with email attachments 						
Year 3	<p>We are programmers - 3.1</p> <ol style="list-style-type: none"> Learning about animations and creating a storyboard Creating characters and a background Starting to animate the characters Adding sound to the animations Reviewing and improving the animations 				<p>We are vloggers - 3.4</p> <ol style="list-style-type: none"> Researching the topic Planning the presentation Sourcing content Creating original content (refining and rehearsing) Recording and sharing 				<p>We are opinion pollsters - 3.6</p> <ol style="list-style-type: none"> Planning the survey Developing questions 						



Year 4	4.1 We are software developers (continued) 5. Building in progression 6. Testing and refining	4.6 We are meteorologists 1. Describing, measuring and recording the weather 2. Analysing the data 3. Working with the photo collection and beginning to predict the weather 4. Preparing a weather forecast 5. Giving a tv-style weather forecast	4.4 We are HTML editors 1. Understand the hidden meanings of URLs 2. Understand how HTML code helps to build web pages 3. Edit HTML code in web pages 4. Begin to use HTML tags 5. Build a simple web page and Develop and refine our web pages		
Year 5	We are cryptographers – 5.2 (continued) 5. Password security and security on the web	We are game developers 5.1 1. Planning a game 2. Creating and sourcing assets 3. Creating a prototype of the game 4. Debugging the game script 5. Testing the game & writing game instructions and publishing the game	5.3 We are artists 1. Creating simple tessalations using Inkspace 2. Creating more complex tessalations using Inkspace 3. Programming Islamic-style art in Scratch 4. Using Inkscape to create art in the Early and later styles of Bridget Riley 5. Creating computer-generated landscapes in Terragen		We are architects – 5.6 1. Exploring art galleries
Year 6	We are advertisers 1. To explore what makes a good promotional video 2. 3. 4. 5. 6.		We are network technicians 1. To communicate digitally (binary ASCII) 2. To understand what the internet is 3. To understand how our network functions (IP and DNS) 4. To explore how networks pass messages		We are travel writers 1. To research a destination 2. To plan a route using mapping software



Summer term

W/B Subject	17/4	24/4	1/5	8/5 SATs	15/5	22/5	5/6	12/6	19/6	26/6	3/7	10/7			
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Year 1	<p>We are collectors - 1.4 (continued)</p> <ol style="list-style-type: none"> Organising birds into two groups Grouping insects and other minibeasts Sorting mammals Guess the animal 			<p>We are storytellers - 1.5</p> <ol style="list-style-type: none"> Listening to audiobooks Planning an audio book Practising with the microphone/audio recorder Recording sound effects Recording the story Reviewing work 						<p>Computing quiz week (of the year's learning)</p>					
Year 2	<p>We are detectives - 2.5 (continued)</p> <ol style="list-style-type: none"> Compose emails Organise information Review information and compose an email Review and reflect 			<p>We are astronauts - 2.1</p> <ol style="list-style-type: none"> Understand what an algorithm is Use algorithms Become familiar with Scratch Program using Scratch Program using Scratch Program using Scratch 						<p>Computing quiz week (of the year's learning)</p>					
Year 3	<p>We are opinion pollsters - 3.6 (continued)</p> <ol style="list-style-type: none"> Creating the online survey Collecting data Analysing and evaluating data Presenting the data 			<p>We are bug fixers - 3.2</p> <ol style="list-style-type: none"> Spotting and correcting off-by-one bugs Spotting and correcting performance bugs Spotting and correcting multi-thread bugs Spotting and correcting conceptual bugs Spotting and correcting arithmetical bugs Spotting and correcting resource bugs 						<p>Computing quiz week (of the year's learning)</p>					
Year 4	<p>4.3 We are musicians</p>						<p>4.2 We are toy designers</p>				<p>Computing</p>				



	<ol style="list-style-type: none"> 1. Introduction and making a start with sequencing 2. Recording samples 3. Working with samples 4. Reviewing our work 5. Performance 	<ol style="list-style-type: none"> 1. Finding out about inputs and outputs 2. Designing a toy 3. Designing the toy in scratch 4. Programming the toy simulation (testing and improving the toy simulation) 5. Pitching the toy 	quiz week (of the year's learning)	
Year 5	We are architects - 5.6 (continued) <ol style="list-style-type: none"> 2. Creating a virtual sculpture 3. Getting started with the gallery and adding furniture to the gallery 4. Hanging art 5. Creating a virtual tour of the gallery 	We are web developers - 5.4 <ol style="list-style-type: none"> 1. Planning the website 2. Learning how Search works 3. Curating website content 4. Adding media to the website 5. Reviewing and improving the website 6. Publishing the website 	Computing quiz week (of the year's learning)	
Year 6	We are travel writers - (continued) <ol style="list-style-type: none"> 3. To find images from the internet. 4. To create a multi-media presentation 5. To select and refine content 6. To evaluate our multi-media presentations 	We are publishers <ol style="list-style-type: none"> 1. To plan a Year book 2. To source/create content 3. To edit and refine content 4. To assemble pages of content 5. To review our content collection 6. To edit and print our Year books 	Computing quiz week (of the year's learning)	