Birchwood Computing Curriculum Map





Year	Substantive Knowledge	Disciplinary Knowledge	Vocabulary	Resources
Group				
Reception -	Autumn - 1	Autumn - 1	iPad, picture,	iPads
autumn	Physical Development	Physical Development	self-portrait,	
	-Know that an ipad can be used to take pictures.	-Use an iPad or tablet appropriately. They can use their fingers on a touch screen.	touch screen,	Programs: 2Paint, Purple Mash and
	-Know that an ipad is controlled with a touch screen.	-Use an 'iPad' to open up the camera icon and attempt taking a self-portrait.	forwards,	ChatterPix Kids
	-Know how to take a photo of yourself with an ipad.		backwards,	
	<u>Understanding the World</u>	<u>Understanding the World</u>	stop, go,	Technology for role play area and
	-Recognise that a range of technology is used in places such as homes and	-Explore different technologies used, e.g laptop, iPad, mobile phone and till in the	sideways,	continuous provision.
	schools.	role play area set up in classrooms.	algorithm,	
	Expressive Art and Design	Expressive Art and Design		
	-Understand some uses of information technology (to find information, listen to	-Use a range of technology for a purpose		
	stories, take pictures).	-Explore the role play area set up as a kitchen, children using a variety of		
		technologies (mobile phones, tills).		
		-Use play technology to role-play speaking considerately and respectfully to one-		
		another (e.g: mobile phone).		
	Personal, Social and Emotional Development	Personal, Social and Emotional Development		
	-Know how to talk nicely and respectfully online.	-Wait a short amount of time for something that they want.		
		-Explain what makes a good friend? Discuss that friends online should be treated		
		the same as friends on the playground.		
	Communication and Language	Communication and Language		
	-Know the meaning of the word algorithm.	-Follow an algorithm.		
		-First time children to follow simple precise step-by-step instructions. Second time		
		include more than one instruction, e.g turn around and jump three times.		
	Autumn - 2	Autumn - 2		
	Physical Development	Physical Development		
	-Know how to open apps on an iPad.	-Use a range of apps on an iPad.		
	-Know how to use a range of apps for a purpose (2Paint, Purple Mash and	- use a range of apps for a purpose (2Paint, Purple Mash and ChatterPix Kids).		
	ChatterPix Kids).			
	<u>Understanding the World</u>	<u>Understanding the World</u>		
	-Recognise what information would be classed as 'personal information' –	-Use a range of technology for a purpose	technology,	Programs: 2Paint, Purple Mash and
	Hector's World videos (Details, Details).	-Listen to the story of 'Chicken Clicking'. What personal information did the chick	personal	ChatterPix Kids
	-Know that personal information should be kept private online.	share online?	information,	
	Expressive Art and Design	-Understand the importance of keeping personal information private.	online,	Technology for role play area and
	-Understand some uses of information technology (to find information, listen to	Expressive Art and Design	internet,	continuous provision.
	stories, take pictures).	-Paint pictures of their new friends using '2Paint' on Purple Mash.	animation,	
	-Know that the sound on devices comes from speakers.	-Create simple animations. Use 'ChatterPix Kids' to bring a squirrel to life.	algorithm.	Chicken Clickin' book (physical book
	- Know that an animation is a moving drawing.			or ebook).
	Personal, Social and Emotional Development	Personal, Social and Emotional Development		
	-Know how to talk nicely and respectfully online.	-Complete familiar tasks independently and with support will try new things.		Hector's World videos.
		-Select tools and resources that they need to complete a task of their own		
	Communication and Language	choosing.		
	-Know the meaning of the word algorithm.	Communication and Language		
		-Create simple verbal algorithms for common routines, such as putting on a coat.		
		-Create a set of verbal instructions to navigate Goldilocks back home.		

Reception -	Spring - 1	Spring - 2	Bee Bots,	Hector's World videos (Details,
spring	Physical Development	Physical Development	program,	Details, Details).
	Know that a Bee Bot can be programmed by pressing the buttons on top of it.	-Use fingers on a touch screen.	tools,	Read story of 'Chicken
		-Program a Bee Bot along We're Going on a Bear Hunt story map (forwards,		Clicking'. What personal
		backwards, turn).		information did the chick
	<u>Understanding the World</u>	<u>Understanding the World</u>		share online? Stranger Danger:
	-Know that a range of technology is used in many other places outside the home	-Select and use technology for particular purposes (taking a photo, listening to story,		https://www.youtube.com/wa
	and school, such as banks, shops and local environment.	finding information or drawing a picture).		tch?v=92HCKfYakLU
	-Know the importance of keeping personal information private.	-Explore different technologies used, e.g laptop, iPad, mobile phone and till in the		Animal drawing
		role play area set up in classrooms.		https://www.purplemash.com
		-Identify information that would be classed as 'personal information'.		/#app/pap/animals/polarbear
		- Explain what to do if they encounter a stranger.		https://www.purplemash.com
				/#app/pap/animals/penguin
	Expressive Art and Design	Expressive Art and Design		hatta e //
	-Know that pictures can be used using virtual pens and paints controlled by a touch screen.	-Select appropriate textures and tools to create a picture of a polar bear or penguin. Using 'MiniMash- Drawing and Painting'.		https://www.purplemash.com
	touch screen.	-Take a self-portrait as a Snowman 'Mini Mash PurpleMash'		/#app/pap/animals/finish_the dinosaur1.
		-Select appropriate textures and tools to create a picture of a dinosaur 'MiniMash-		<u>ulilosaul 1</u> .
		Drawing and Painting'		
		Stating and rainting		
	Personal, Social and Emotional Development	Personal, Social and Emotional Development		
	-Know what personal/ private information is.			
	-Know what a user name and password is and that they are used to access their	Complete familiar tasks independently and with support will try new things (drawing		
	own information.	on iPad applications).		
		-Children can select tools and resources that they need to complete a task of their		
		own choosing (within Purple Mash paint).		
		-Discuss what 'personal information' is and give examples.		
		-Discuss what a username and password is and why we shouldn't share it.		
		-Discuss why usernames and passwords are used.		
		-Understand the importance of keeping personal information private.		
	Communication and Language	Communication and Language		
	-Know that an algorithm is a set of specific instructions.	-Create simple verbal algorithms for common routines, such as putting on a coat.		
	-know that an algorithm is a set of specific instructions.	Focus on the precise nature of instructions		
		-Look at a set of instructions using arrows and predict what will happen if the		
		instructions were inputted into the 'Bee-Bot'. Predict outcomes of algorithms. We		
		are going on a Bear Hunt.		

Spring - 2 <u>Understanding the World</u> -Know that a range of technology is used in many other places outside the home and school, such as banks, shops and local environment. -Know the importance of keeping personal information private.

Expressive Art and Design

-Know that pictures can be used using virtual pens and paints controlled by a touch screen.

Personal, Social and Emotional Development

- -Know what personal/ private information is.
- -Know what a user name and password is and that they are used to access their own information.

Communication and Language

- Know that sounds can be recorded using technology.
- Know that sound is recorded through a microphone.
- Know that iPads can be used to make video recordings.

Spring - 2

Understanding the World

- -Select and use technology for particular purposes (taking a photo, listening to story, finding information or drawing a picture).
- -Explore different technologies used, e.g laptop, iPad, mobile phone and till in the role play area set up in classrooms.
- -Identify information that would be classed as 'personal information'.
- Explain what to do if they encounter a stranger.

Expressive Art and Design

-Select appropriate textures and tools to create a picture of a dinosaur 'MiniMash-Drawing and Painting'

Personal, Social and Emotional Development

Complete familiar tasks independently and with support will try new things (drawing on iPad applications).

- -Children can select tools and resources that they need to complete a task of their own choosing (within Purple Mash paint).
- -Discuss what 'personal information' is and give examples.
- -Discuss what a username and password is and why we shouldn't share it.
- -Discuss why usernames and passwords are used.
- -Understand the importance of keeping personal information private.

Communication and Language

- -Create a set of verbal instructions (pictures of arrows) to navigate the dinosaur back to the swamp.
- -Create a talking digital book with guidance from an adult. Used 'Our Story for iPad' app to create a talking digital book about dinosaurs.

personal information, microphone, speaker, digital book.

Hector's World videos (Details, Details, Details).

Read story of 'Chicken Clicking'. What personal information did the chick share online? Stranger Danger:

https://www.youtube.com/watch?v=92 HCKfYakLU

Animal drawing

https://www.purplemash.com/#app/pap/animals/polarbear

https://www.purplemash.com/#app/pap/animals/penguin

https://www.purplemash.com/#app/pap/animals/finish_the_dinosaur1.

Reception	Summer - 1	Summer - 1	Digital, Device,	
summer	Physical Development -Know that accuracy means to be very careful Understanding the World -Know that QR codes can be used to directly access a website.	Physical Development -Use their fingers on a touch screen with increasing accuracy. Understanding the World -Use a cameraSelect and use technology for particular purposes (independently take photos, videos, use QR codes to listen and watch a story)Talk about how to have safe friendships and not share personal details.	Technology, Animation, Algorithm, Instructions, Forward, backwards, left and right, stop and go,	
	Expressive Art and Design -Know that animation can be used to make pictures usedKnow how to use 'ChatterPix Kids' to create animation. Personal, Social and Emotional Development -Know that passwords are used to protect personal information and work. Communication and Language -Begin to know the meaning of the directions left and right.	Expressive Art and Design -Create simple animations. Use 'ChatterPix Kids' to bring African animals to life. Personal, Social and Emotional Development -Show confidence completing familiar tasks independently and with support will try new things. -Use passwords to access devices, for example, iPad. Communication and Language -Predict outcomes of algorithms (look at a set of instructions using arrows and predict what will happen if the instructions were inputted into the 'Bee-Bot'). -Move a 'Bee-Bott' around a course/map by creating an algorithm of simple forwards, backwards, left and right.		
	Summer - 2 Physical Development -Know that accuracy means to be very careful Understanding the World -Know that QR codes can be used to directly access a website.	Physical Development -Use their fingers on a touch screen with increasing accuracy. Understanding the World -Use a cameraSelect and use technology for particular purposes (independently take photos, videos, use QR codes to listen and watch a story)Talk about how to have safe friendships and not share personal details.	World Wide Web, Password, Communication, Respect Personal, Information, Private	Online safety video https://nationalonlinesafety.com/h ub/view/lesson-plan/online- relationships-lesson-plan-for-early- years 'Online Relationship' 'National Online Safety' keep safe online.
	Expressive Art and Design -Know how to access the drawing app on an ipad. Personal, Social and Emotional Development Know that confidence is a feeling where you do not always need support with tasks. Communication and Language -Begin to know the meaning of the directions left and right.	Expressive Art and Design -Draw own minibeasts, selecting suitable colours. ('Drawing' app on Ipad) Personal, Social and Emotional Development -Show confidence completing familiar tasks independently and with support will try new things. Communication and Language -Predict outcomes of algorithms (look at a set of instructions using arrows and predict what will happen if the instructions were inputted into the 'Bee-Bot'). -Move a 'Bee-Bott' around a course/map by creating an algorithm of simple forwards, backwards, left and right.		

1		1			
	Year 1 -	Autumn 1	Autumn 1	Autumn 1	Autumn 1
	autumn	<u>Digital literacy</u>	<u>Digital literacy</u>	Camera	Camera app
		- Know that computers and ipads are used in school (taking the register, playing	-Discuss the uses of computers and iPad in school.	Photograph	
		music, lesson slides, videos).	-Use the iPad to take pictures linked to learning in school.	Animation	Astronaut Mashcam' on
		-Know that iPads can be used to take pictures and record spoken voice.	-Show pictures to others by swiping through the gallery.	Personal	PurpleMash
		-Know how to use the camera app on an iPad to take a simple picture.	-Record a sentence using the record function on an iPad and play it back, adjusting	information	
		-Know that pictures can be altered and edited using apps.	the volume control for the audience.		
		-Know that animation is used to create moving images.	-Add a picture into an application (Purple Mash) and manipulate the image.		Chatterpix
		-Know how to use 'Chatterpix' to create a moving image with sound.	-Describe how an image can be changed to manipulate it.		Chatter pin
		know now to use chatterpix to create a moving image with sound.	-Create a moving image using 'Chatterpix'.		
		Online Safety	-create a moving image using chatterpix.		
			Ouline Cefet.		Chicken Clickin' Book
		-With support, know how to log in on Purple Mash.	Online Safety		Chicken Clickin Book
		-Know that personal information includes your name, address and school.	-With support, demonstrate how to log on to Purple Mash.		
		-Know that personal information should not be shared online.	-Discuss personal information and why it is important not to share it online.	Autumn 2	Autumn 2
				algorithm	Hokey Cokey song:
		Autumn 2	Autumn 2	program	https://www.youtube.com/wa
		Computing	Computing	password	tch?v=TMCthi3pFEQ
		-Know that an algorithm is a precise set of instructions.	-Verbally give precise instructions to a partner.		Instrumental version:
		-Know that debugging means to find the problems with an algorithm and fix	-Find and fix errors in an algorithm.		https://www.youtube.com/wa
		them.	-Follow an algorithm (using songs – Hokey Cokey).		tch?v=DFl0xnIdHOc
		- Know how to follow an algorithm .	-Create an algorithm based on Hokey Cokey (instrumental version).		
		-Know how to create an algorithm .			Project Evolve- Online
		This was to dieste an algorithm.	Online Safety		Reputation
		Online Safety	-Discuss that a password is a secret word or code that is used to keep information		https://projectevolve.co.uk/toolkit/resou
		-Know that a password is a secret word or code that is used to keep information	safe.		rces/years/year-one/online-reputation/
		safe.			
			-Discuss that passwords can be used to protect devices such as computers and		Spring 1
		-Know that passwords can be used to protect devices such as computers and	phones.		
		phones.			Beebots
	Year 1 –		Spring 1	Spring 1	
	spring	Spring 1	Computing	Algorithm	Project Evolve - Online
	op6	Computing	-Use directions forwards, backwards, left and right to move a Beebot.	program	Bullying
		-Know how to use directions forwards, backwards, left and right to move a	-Code a Beebot to follow an algorithm.	respect	https://projectevolve.co.uk/toolkit/resou
		Beebot.		communicate	rces/years/year-one/online-bullying/
		-Know how to code a Beebot to follow an algorithm.			
		-Know that an algorithm written for a computer is called a program.	Online Safety		Spring 2
		Online Safety	-Discuss how to communicate respectfully online.		Uses of technology in the
		-Know how to communicate respectfully online.			classroom-
		SAFER INTERNET DAY – February	Spring 2		https://teachcomputing.org/curriculum/
		Spring 2	Digital literacy		key-stage-1/computing-systems-and-
		Digital literacy	-Discuss the uses of ICT at home.	Spring 2	networks-technology-around-us/lesson- 1-technology-in-our-classroom
		-Know that ICT is used at home (computers, ipads, phones).	-Add pictures into an application (Purple Mash) and order them.	Audience	1-teetinology-in-our-classicom
		-Know how to create digital content using pictures.	-Discuss common uses of ICT to attract an audience.	Polite	Purple Mash Unit 1. 9
		-Know common uses of ICT to attract an audience (pictures, posters, printing).	-Make changes to their work based on feedback.	Online	Technology Outside of school
		-Know how to make changes to their work based on feedback.	-Create pictures using painting application (Purple Mash).	Jilline	https://www.purplemash.com/#tab/hom
		9	-Create pictures using painting application (Purple Mash). -Discuss common uses of ICT to present work (letters, information, books).		e/computing/computing sow/computing
		-Know how to create pictures on an application (Purple Mash).			sow y1/computing sow y1 unit 1-9
		-Know common uses of ICT to present work (letters, information, books).	-Use an application on iPad to combine pictures and sentences (Purple Mash).		
		-Know how to combine pictures and sentences on an application on an iPad.	Outro Cofety		Purple Mash – Create a class
		Online Safety	Online Safety		display board on Purple Mash
		-Know how to behave politely online with people I know well.	-Discuss how to behave politely online with people I know well.		and save QR codes to show

some examples

11	C	S.,,,,,,,,,,,,	C	C
rear 1 -	Summer 1	Summer 1	Summer 1	Summer 1
summer	Computing	Computing	Debug	Purple Mash Unit 1.5 Maze
	-Know how to use direction keys to move an icon on an application.	-Use direction keys to move an icon on an application (2Go).	Retry	Explorers
	-Know how to debug, undo and retry an action.	-Debug movement using 'undo' and trying again.	Direction	https://www.purplemash.com/#tab/hom
	-Know how to create and debug an algorithm.	-Create and debug algorithms (2Go and Helicopter Rescue).	Icon Undo	e/computing/computing sow/computing sow y1/computing sow y1 unit 1-5
	Online Safety	Online Safety		Busy Things – Helicopter
	-Know that people online can be unkind.	-Discuss that people online may be unkind.		Rescue
	-Know when to speak to an adult about something that has happened online.	-Discuss when to speak to an adult about something that has happened online.		neseac
	when to speak to an doubt about something that has happened omine.	Discuss when to speak to an addit about something that has happened orimite.		Project Evolve (Self Image and Identity) https://projectevolve.co.uk/toolkit/resou
	Summer 2	Summer 2	Summer 2	rces/years/year-one/self-image-and- identity/
	Digital literacy	Digital literacy	Animation	<u>identity/</u>
	-Know that animation is used to create moving images.	-Create an animation using images and sound (Sock Puppets EDU).	Safe	
	_ = =	-create an animation using images and sound (sock i uppets LDO).	Rules	Summer 2
	-With support, know how to create an animation using images and sound.		nules	
	-Know how to use 'Sock Puppets' to create an animation.			Sock Puppets
	Online Safety	Online Safety		Project Evolve – Health, Well-
	-Know basic rules about how to stay safe online.	-Understand basic rules about how to stay safe online.		-
				being and Lifestyle
				https://projectevolve.co.uk/toolkit/resou rces/years/year-one/health-well-being-
				and-lifestyle/
Year 2	Autumn 1	Autumn 1	Autumn 1	Autumn 1
autumn	Digital literacy	Digital literacy	Technology	Technology is all around us
autumm	-Know common uses of technology outside of school.	-Discuss common uses of technology outside of school.	Pictures	https://teachcomputing.org/curriculum/key
	9,			stage-1/computing-systems-and-networks-
	-Know how to save pictures to the iPad camera roll.	-Design and create an iWristband using knowledge of uses of technology to inform	Search	around-us
		choices of features.	Information	
		-Save pictures from searches (Kiddle) to the iPad camera roll.		iWristband Slides
				https://docs.google.com/presentation/d/17
	Online Safety	Online Safety		HD 9Gz4pp5enkuwWMO HjvbXPIp 4/edit
	-Know that information online lasts a long time.	-Discuss how information shared online can last a long time.		=sharing&ouid=106971721844845829800&
				<u>of=true&sd=true</u>
	Automa 2	At	Autumn 2	Project Evolve – Online Reputation
	Autumn 2	Autumn 2		https://projectevolve.co.uk/toolkit/resource ontent/online-reputation/early-years-7/i-cc
	<u>Digital literacy</u>	<u>Digital literacy</u>	Laptop	explain-how-information-put-online-about
	-Know how to log on to a laptop and shut it down carefully.	-Log on to a laptop and shut it down when finished.	Log on	someone-can-last-for-a-long-time/?from=y
	-Know how to use a keyboard to type on a laptop.	-Practise typing skills (Purple Mash – 2Type).	Shut down	
	-Know how to save images from a search engine onto a laptop.	-Use a search engine (Kiddle) to find images and save them onto the laptop.	Туре	Autumn 2
	-Know how to add images and text onto an application.	-Combine text and images using an application on a laptop (typing on Purple Mash).	Search engine	
	-Know how to control the laptop cursor.	-Save work completed using applications (Purple Mash).	Save	Purple Mash
	· ·	-Find work that has been saved.	Password	. a. p.eas
	- Know how to save work.		rassworu	V: dalla
	-Know how to find the work they have saved.	-Use a laptop pad or mouse to create an image.		Kiddle
	-Know that work can be saved and reopened to continue.	-Make changes to work based on feedback.		
	-Know how to make changes based on feedback.			Purple Mash – 2Type
	Online Safety	Online Safety		Project Evolve – Privacy and
	-Know what makes a good password.	-Use safe, memorable passwords for accounts.		Security
		·		https://projectevolve.co.uk/toolkit/resource
	-Know how to keep passwords safe.	-Discuss how to keep passwords safe.		ears/year-two/privacy-and-security/
		-Discuss why it is important to keep passwords safe.		
	-Know why it is important to keep passwords safe.	Discuss with it is important to keep passwords sure.		
	-Know why it is important to keep passwords safe.	Discuss with it is important to keep passwords sale.		

Year 2 –	Spring 1	Spring 1	Spring 1	Spring 1
spring	Computing	Computing	Algorithm	Monster Hop -
	-Know how to follow an algorithm.	-Follow an algorithm	Code	https://drive.google.com/file/d/17sy7NmesLX8
	-Know the importance of carefully planning an algorithm so that it will work	-Carefully plan simple algorithms to create working codes (on an app).	Errors	v-ckkPpgrmVP2kjWOBoXX/view?usp=sharing
	when made into a code.	-Create a simple program that achieves a purpose (on an app).	Debug	Code-a-pillar App
	-Know how to create a simple program that achieves a purpose .	-Find and correct some errors (debug) in a program (on an app).	Communicate	Cupcake Doodle
		This and some strong (desails) in a program (on an app).	Respectful	Blockodoodledo
	-Know how to debug a program.		Respectivi	
	Online Cofety	Online Safety		Project Evolve – Self Image and
	Online Safety	-Understand how to communicate respectfully online saying how your actions		Identity
	-Know communicate respectfully online saying how your actions make someone	make someone feel.		https://projectevolve.co.uk/toolkit/resources/c
	feel.	make someone reer.		ontent/self-image-and-identity/early-years-7/i- can-give-examples-of-issues-online-that-might-
	SAFER INTERNET DAY – February			make-someone-feel-sad-worried-
				uncomfortable-or-frightened-i-can-give-
	Spring 2	Spring 2		examples-of-how-they-might-get-
	<u>Digital literacy</u>	Digital literacy	Spring 2	help/?from=years
	-Know that, in traditional animation, images drawn or painted by hand are	-Discuss the process of creating an animation.	Animation	Carina 2
	photographed to create moving images.	-Use an application on an iPad to create an animation (Sock Puppets/Chatterpix	Message	Spring 2
	- Know how to use an application to create a short animation .	kids).	Content	6 1 5 1 (6) 11 1 1 1 1
	Online Safety	Online Safety	Safe	Sock Puppets/Chatterpix kids
	-Know what to do if feeling unsafe online (talk to an adult).	-Discuss what to do when feeling unsafe online (talk to an adult).		
	-Know what to do if unsafe content or messages are found online.	-Discuss what to do if unsafe messages or content are found online.		
		Summer 1	6	
	Summer 1	<u>Digital literacy</u>	Summer 1	Summer 1
	<u>Digital literacy</u>	-Discuss uses of emails	Email	Summer 1
	-Know that an email is an electronic message sent between electronic devices.	-Send and receive emails (Purple Mash – 2Email)	Online	Purple Mash – 2Email
	-Know when emails might be used.	-Add text and images onto software (Purple Mash) on a laptop	Offline	Purpie Musii – Zemuii
	-Know how to send an email.	-Save work (on Purple Mash) and retrieve it at a later point.	Risks	Desired Forder Outline
	-Know how to add text and images onto software on a laptop.			Project Evolve – Online
	-Know how to save work and retrieve it at a later point.			Relationships
				https://projectevolve.co.uk/toolkit/resources/c ontent/online-relationships/early-years-7/i-can-
	Online Safety	Online Safety		give-examples-of-how-someone-might-use-
	-Know examples of when people might use technology to communicate with	-Discuss when people might use technology to communicate with others they don't		technology-to-communicate-with-others-they-
	more examples of them people in Bit as a team of 87 to communicate them	1 -DISCUSS When beonie might use rechnology to communicate with others they don t		don-t-also-know-offline-and-explain-why-this-
	others they don't know offline (email, online gaming, a pen pal in another school	, , , , , , , , , , , , , , , , , , , ,		might-he-risky-e-a-email-online-aaming-a-nen-
	others they don't know offline (email, online gaming, a pen pal in another school	know offline (email, online gaming, a pen pal in another school or country).		might-be-risky-e-q-email-online-gaming-a-pen- pal-in-another-school-country/?from=years
	or country).	, , , , , , , , , , , , , , , , , , , ,		might-be-risky-e-g-email-online-gaming-a-pen- pal-in-another-school-country/?from=years
		know offline (email, online gaming, a pen pal in another school or country)Discuss the risks of talking to someone you don't know online.		
	or country)Know some of the risks of talking to someone you don't know online.	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2	Summer 2	
Year 2 -	or country)Know some of the risks of talking to someone you don't know online. Summer 2	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing	Summer 2 Code	
Year 2 - summer	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers		
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks.	Code Algorithms	pal-in-another-school-country/?from=years Summer 2
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions).	Code Algorithms Program	pal-in-another-school-country/?from=years
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program.	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection.	Code Algorithms Program Properties	summer 2 Purple Mash 2Code 2.1 Crash
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program.	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run.	Code Algorithms Program Properties Modify	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/computing/computing_sow_y2/c
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program. -Know what event, object and action code blocks are .	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run. -Create a program using a timer.	Code Algorithms Program Properties Modify Timer	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/co mputing/computing_sow_v2/co omputing_sow_v2 unit 2-
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program. -Know what event, object and action code blocks are . -Know that computers use algorithms (a precise set of instructions).	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run.	Code Algorithms Program Properties Modify Timer Event	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/co mputing/computing sow/computing sow y2/c omputing sow y2 unit 2- 1/computing sow y2 unit 2-1 crash course
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program. -Know what event, object and action code blocks are . -Know that computers use algorithms (a precise set of instructions). -Know how to create a program using collision detection .	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run. -Create a program using a timer.	Code Algorithms Program Properties Modify Timer	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/co mputing/computing sow y2 unit 2- 1/computing sow y2 unit 2-1 crash course -Save example of work using class
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program. -Know what event, object and action code blocks are . -Know that computers use algorithms (a precise set of instructions). -Know how to create a program using collision detection . -Know how to create a program using a timer.	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run. -Create a program using a timer.	Code Algorithms Program Properties Modify Timer Event	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/co mputing/computing sow/computing sow y2/c omputing sow y2 unit 2- 1/computing sow y2 unit 2-1 crash course
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program. -Know what event, object and action code blocks are . -Know that computers use algorithms (a precise set of instructions). -Know how to create a program using collision detection . -Know how to modify the properties of an object.	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run. -Create a program using a timer. -Modify the properties of an object.	Code Algorithms Program Properties Modify Timer Event	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/co mputing/computing sow y2 unit 2- 1/computing sow y2 unit 2-1 crash course -Save example of work using class
	or country). -Know some of the risks of talking to someone you don't know online. Summer 2 Computing -Know that coding means to use a set of instructions to communicate with computers -Know that code can be used to make a computer program. -Know how to use code blocks to make a computer program. -Know what event, object and action code blocks are . -Know that computers use algorithms (a precise set of instructions). -Know how to create a program using collision detection . -Know how to create a program using a timer.	know offline (email, online gaming, a pen pal in another school or country). -Discuss the risks of talking to someone you don't know online. Summer 2 Computing -Explain that coding is a set of instructions used to communicate with computers -Create a code using event, action and object code blocks. -Explain that computers use algorithms (a precise set of instructions). -Create a program using collision detection. -Make predictions about what will happen when a block of code is run. -Create a program using a timer. -Modify the properties of an object. Online Safety	Code Algorithms Program Properties Modify Timer Event	Summer 2 Purple Mash 2Code 2.1 Crash Course https://www.purplemash.com/#tab/home/co mputing/computing sow y2 unit 2- 1/computing sow y2 unit 2-1 crash course -Save example of work using class

Year 3-	Autumn 1	Autumn 1	Autumn 1	Autumn 1
autumn	Computing	Computing	Algorithm	
	-Know that an algorithm is a precise set of instructions.	-Write an algorithm to make a jam sandwich.	Code	Sandwich Bot
	-Know how to create a code on an app.	-Create a code on an app to direct an object.		
			Identity	Beebot App
	Online Safety	Online Safety	Content	
	-Know that our identity online can change depending on what we are doing (e.g.	-Discuss that our identity online can change based on what we are doing (e.g.	Contact	
	gaming, social media).	gaming, social media).		Project Evolve – Self image and
	-Know how to use a computer safely .	-Demonstrate safe use of computers.		identity
	-Know how to report unacceptable content and contact online.	-Discuss how to report unacceptable content and contact online.		https://projectevolve.co.uk/toolkit/resources/c
				ontent/self-image-and-identity/7-11/i-can- explain-ways-in-which-someone-might-change-
	Autumn 2	Autumn 2	Autumn 2	their-identity-depending-on-what-they-are-
	Digital literacy	Digital literacy	Search engine	doing-online-e-g-gaming-using-an-avatar-
	-Know how to use a search engine to find and save images using key phrases.	-Use a search engine to find and save images using key phrases.		social-media-and-why/?from=years
	- Know how to type and insert images onto Microsoft Word.	-Combine images and text on Microsoft Word.	Images	A
	-Know how they can improve their typing efficiency and speed.	-Improve typing efficiency and speed (BBC Dance Mat Typing).	Typing	Autumn 2
	-Know how uses of technology have changed over time (development with	-Discuss how the use of technology has changed over time.	Technology	BBC Dance Mat Typing Word
	phones, cameras, computers, televisions etc.).	-Discuss how digital content can be used to present information (adverts,	Information	Connecting Computers -
	-Know that digital content can be used to give information about something.	information pages, videos, news).	Screen time	https://teachcomputing.org/curriculum/key-
			Negative	stage-2/computing-systems-and-networks-
	Online Safety	Online Safety	Positive	<u>connecting-computers</u>
	-Know that excessive screen time can have negative effects on health.	-Discuss how excessive screen time can have a negative effect on health.	. 55.6.75	
	-Know how to communicate respectfully online.	-Discuss how to communicate with respect online.		Project Evolve – Health and
			Construe 4	Wellbeing
Year 3 -	Spring 1	Spring 1	Spring 1	https://projectevolve.co.uk/toolkit/resources/c ontent/health-well-being-and-lifestyle/7-11/i-
spring	Digital literacy	<u>Digital literacy</u>	PowerPoint	can-explain-why-spending-too-much-time-
	-Know how to open Microsoft Powerpoint.	- Present text and images on Powerpoint.	Fonts	using-technology-can-sometimes-have-a- negative-impact-on-anyone-i-can-give-some-
	-Know how to add text and images on Powerpoint.	-Save work and retrieve it later to continue.	Sizes	examples-of-both-positive-and-negative-
	-Know how to save images to add to Powerpoint.	-Experiment with different font sizes and styles on Microsoft Powerpoint.	Style	activities-where-it-is-easy-to-spend-a-lot-of-
	-Know how to save their work and retrieve it to continue later.	-Change Powerpoint slide background colours.	Background	time-engaged/?from=years
	-Know how to change font size and style on Microsoft PowerPoint.	-Create digital content that is appealing to an audience.	Audience	Spring 1
	-Know how to change slide background colours.		Appealing	Spring 1
	-Know that using consistent colours and fonts can make digital content more		7.66609	Powerpoint – Examples to be saved
	appealing to an audience.			on shared area in Computing folder
				on shared area in compating joider
	Online Safety	Online Safety		
	-Know different ways of reporting incidents online (trusted adults and report it	-Discuss different ways of reporting incidents online (trusted adults and report it		
	buttons online)	buttons)		
	SAFER INTERNET DAY – February			
	Spring 2	Spring 2	Spring 2	
	<u>Digital literacy</u>	Digital literacy	Video	Spring 2
	-Know how to combine video, sound and images to produce informative digital	-Create informative digital content using video, sound and images.	Sound	
	content (Green screen)			Shadow Puppet EDU?
			Image	Green screen?
	Online Safety	Online Safety	Belief	
	-Know the difference between a 'belief', an 'opinion' and a 'fact'	-Discuss the difference between a 'belief', an 'opinion' and a 'fact'	Opinion	
		,	fact	

Year 3 -	Summer 1	Summer 1	Summer 1	Summer 1
summer	Computing -Know how to use timers when codingKnow how to use the repeat function in a codeKnow how to test and debug a codeKnow how to use algorithms and coding to create content. Online Safety -Know the importance of thinking about what is shared about themselves and others onlineKnow who to ask about appropriate things to post online. Summer 2 Computing -Know how to use block coding to give directions to a robot. Online Safety -Know the risks of talking to unknown people onlineKnow the meaning of 'trusting someone online' and how this is different from 'liking' someone.	Computing -Create a code using a timer. -Create a code using the repeat function. -Test and debug pieces of code. -Create content using algorithms and block coding. Online Safety -Discuss the importance of thinking about what is shared about themselves and others online. -Discuss who they can talk to about appropriate things to post online. Summer 2 Computing -Use block coding to give instructions to a robot. Online Safety -Explain the risks of talking to unknown people online. -Explain the meaning of 'trusting someone online' and how this is different from 'liking someone'.	Code Timer Repeat Function Debug Algorithms Block-based coding Summer 2 Block-based coding Instructions Algorithm Trust	Purple Mash — 3.1 Coding https://www.purplemash.com/#tab/home/con puting/computing sow/computing sow y3/co mputing sow y3 3-1 Save examples on class display board on Purple Mash and some examples as QR code Summer 2 iRobot — Level 1 Project Evolve — Online Relationships https://projectevolve.co.uk/toolkit/resources/content/online-relationships/7-11/i-can-explain what-is-meant-by-trusting-someone-online- why-this-is-different-from-liking-someone- online-and-why-it-is-important-to-be-careful- about-who-to-trust-online-including-what- information-and-content-they-are-trusted- with/?from=years
Year 4 - autumn	Autumn 1 Computing -Know that an 'input' is what is put in to form the algorithmKnow that an 'output' is what is produced. Online Safety -Know that people online can pretend to be other people (including pretending to be a friend) and suggest why they might do this.	Autumn 1 Computing -Make predictions about the outputs of an algorithm based on the inputs . Online Safety -Discuss that people online can pretend to be other people (including pretending to be a friend) and suggest why they might do this.	Autumn 1 Input Output Algorithm Pretend	Autumn 1 Kodable, A.L.E.X, Lightbox Junior, Rodocodo Hour of Code Project Evolve — Self Image and Identity https://projectevolve.co.uk/toolkit/resources/content/self-image-and-identity/7-11/i-con-explain-that-others-online-can-pretend-to-be-someone-else-including-my-friends-and-can-suggest-reasons-why-they-might-do-
	Autumn 2 <u>Digital literacy</u> -Know that digital content can be used to present information and give examplesKnow how to use green screen to create an informative posterKnow how to use search engine GoogleKnow how to choose appropriate websites during researchKnow how to refine searchesKnow how to improve typing skills, speed and efficiency.	Autumn 2 <u>Digital literacy</u> - Create informative digital content using green screen (Green Screen app)Use Boolean operators to refine Google searches (" + -)Choose appropriate, child-friendly websites during researchImprove typing speed and efficiency beginning to use home keys quickly and accurately (BBC Dance Mat Typing).	Autumn 2 Green screen Search engine Refine Typing Distraction Limit	this/?from=years Autumn 2 Green screen app Google BBC Dance Mat Typing
	Online Safety -Know that using technology can be a distractionKnow that sometimes limiting the use of technology helps.	Online Safety -Discuss how using technology can be a distractionGive examples of when limiting the use of technology can be helpful.		Project Evolve — Health and Wellbeing https://projectevolve.co.uk/toolkit/resources/content/health-well-being-and-lifestyle/7-11/i-can-explain-how-using-technology-can-be-adistraction-from-other-things-in-both-a-positive-and-negative-way/?from=years

Year 4 -spring Year 4 summer

Spring 1

Computing

-Know how to use block-based coding to give directions (plugged and unplugged activities).

Online Safety

-Know why there are age restrictions on online games.

Spring 2

Digital literacy

- Know the difference between the internet and the world wide web.
- -Know how to add text and images on Powerpoint.
- -Know what a transition is (a moving, animation-type effect that happens when you move from one slide to the next).
- -Know how to add transitions to slides on Powerpoint..

Online Safety

- -Know how others can find information about others by looking online.
- -Know that content shared online could have been created, copied or shared by others.

Summer 1

Computing

- -Know how to input instructions on 2Logo.
- -Know how to use the 'repeat' command .
- -Know that a procedure is a sequence of actions.
- -Know how to use simple text based coding to create a procedure.

Online Safety

-Know that lots of people sharing the same beliefs or opinions online does not make those beliefs and opinions true.

Summer 2

Digital literacy

- -Know how to copy and paste images onto Publisher.
- -Know how to find saved images to add to a document.
- -Know how to add text and images to Publisher.

Online Safety

- -Know that we must consider who owns the content online and whether we have the right to use it.
- -Know examples of content which we must not use without the permission of the owner (music, images, videos).

Spring 1

Computing

-Use block based coding to give directions (plugged and unplugged activities).

- Explain why there are age restrictions on online games.

Spring 2

Digital literacy

- -Understand the difference between the internet and the world wide web.
- -Add text (using different fonts and colours) and images to a Powerpoint.
- -Use transitions between slides on Powerpoint.

Online Safety

- Discuss how others can find out information about others by looking online.
- Discuss how content shared online could have been created, copied or shared by others.

Summer 1

Computing

- -Input instructions on 2Logo to create letter shapes.
- -Use the 'repeat' command to create letter shapes.
- -Use simple text based coding to create a procedure.

Online Safety

-Discuss that lots of people sharing the same beliefs or opinions online does not make those beliefs and opinions true.

Summer 2

Digital literacy

- -Insert text boxes and images onto Publisher.
- -Combine text and images on Publisher.

Online Safety

- -Discuss that we must consider who owns the content online and whether we have the right to use it.
- -Know examples of content which we must not use without the permission of the owner (music, images, videos).

Spring 1

Block-based coding

Age restrictions Online gaming

Spring 2

Internet World wide web

Powerpoint

Transition Slide

Copy Share

Summer 1

Instructions Algorithm Repeat Command Text based coding Procedure Beliefs

Summer 2

Opinions

Text box **Image** Content Permission owner

Spring 1

Draw Dot Code

https://drive.google.com/drive/folders/1YTS5LX 1Ydz6qdRNI2ecC9NhCisUm0qXp

iRobot - Level 1

Spring 2

Powerpoint – Examples to be saved in Computing folder on shared area

Teach Computing – The Internet

https://teachcomputing.org/curriculum/keystage-2/computing-systems-and-networks-the-

Summer 1

Purple Mash Unit 4.5 Logo

https://www.purplemash.com/#tab/home/com puting/computing sow/computing sow y4/co mputing sow y4 4-5

Summer 2 Publisher

Project Evolve – Copyright

https://projectevolve.co.uk/toolkit/ resources/years/4/copyright-andownership/

Year 5 -	Autumn 1	Autumn 1	Autumn 1	Autumn 1
autumn	Digital literacy	Digital literacy	Green screen	1
	-Know how to use Green screen app.	-Use Green screen app to create an advertisement.	Advertisement	Green Screen
	-Know that digital content can be used for different purposes (advertisement,	-Use Green screen app to create a persuasive advertisement.	Persuasive	
	information, promotions).	-Use colours and effects to appeal to an audience.	Appeal	
	-Know that advertisements need to appeal to an audience.	-Evaluate work and make improvements.	Evaluate	
	-Know how to evaluate their work and how to make improvements.		Improvement	
			Acceptable	
			Unacceptable	
	Online Safety	Online Safety		
	-Know acceptable and unacceptable behaviours when using technologies and	-Discuss acceptable and unacceptable behaviours when using technologies and		
	online services.	online services.		
	Autumn 2	Autumn 2	Autumn 2	Autumn 2
	Digital literacy	<u>Digital literacy</u>	Transitions	Powerpoint – Examples of work to
	-Know how to add transitions to text boxes and images on Powerpoint.	-Add transitions to text boxes and images on Powerpoint.	Text box Informative	be saved on shared area in
	-Know how to create informative digital content on Powerpoint.	-Use Powerpoint to create informative digital content.	Audience	Computing folder
	-Know how to present Powerpoint.	-Present digital content to an audience.	Search engine	'Tree Octopus' website
	Online Safety	Online Cofety	Honest	www.zapatopi.net/treeoctopus
	-Know how to effectively use search engines.	Online Safety -Use search engines effectively.	Accurate	Tree Octopus Comprehension
	-Know how searches are selected .	-Discuss how searches are selected.	Sceptical	Questions:
	-Know how to use different search technologies, checking information online is	-Use different search technologies, checking information online is honest and	Hoax	https://drive.google.com/file/d/1nhjlyZloentUT JIhk6IHWoABR1xeDxpl/view?usp=sharing
	honest and accurate.	accurate.		JIIKOINWOADKIXEDXPI/VIEW rusp=Sharing
	-Know what is meant by 'being sceptical' and why this is important.	-Discuss the importance of 'being sceptical' about things read online (Tree		Project Evolve – Managing Online
	-Know that a 'hoax' is something shared online with the intention of tricking or	Octopus).		Information (sceptical)
	deceiving.	-Discuss that a 'hoax' is something shared online with the intention of tricking or		https://projectevolve.co.uk/toolkit/resources/c
		deceiving.		ontent/managing-online-information/7-11/i- can-explain-what-is-meant-by-being-sceptical-i-
				can-give-examples-of-when-and-why-it-is-
				important-to-be-sceptical/?from=years
				Project Evolve – Managing Online
				Information (hoax)
				https://projectevolve.co.uk/toolkit/resources/c ontent/managing-online-information/7-11/i-
				can-explain-what-is-meant-by-a-hoax-i-can-
				explain-why-someone-would-need-to-think- carefully-before-they-share/?from=years
				carefully before they share, from-years

Year 5 -spring

Spring 1

Computing

- -Know that an algorithm is a set of instructions that must be precise to ensure the task given is understood.
- -Know how to apply knowledge of algorithms to create a game.
- -Know how to create a game that appeals to an audience.
- -Know how to make changes to the environment and quest in the game.
- -Know how to evaluate and make improvements based on feedback.

Online Safety

- -Know how online identity can be copied, modified or altered.
- -Know ways technology can affect sleep and strategies to improve this.

Spring 2

Digital literacy

-Know how to record a video and make edits.

Online Safety

- -Know how to make positive contributions online.
- -Know how to be a positive member of online communities.
- -Know how to collaborate positively with others online.

Summer 1

Year 5 summer

Digital literacy

- -Know how to combine text and images on Publisher.
- -Know how to move text and images on Publisher to consider structure and placement.
- -Know how to appeal to a range of audiences.
- -Know how to appeal to different audiences when designing and creating content

Online Safety

- -Know that information that is shared online is widely available and stays online for a long time.
- -Know ways that information online can be used to make judgements about an individual.
- -Know what is meant by 'data', 'information', 'fact', 'opinion', 'belief', 'true', 'false', 'valid', 'reliable' and 'evidence'.

Summer 2

Computing

- -Know that there are multiple solutions to a problem (route algorithms).
- -Know how to use block-based coding to create animations on Scratch.

Online Safety

- -Know how to recognise when someone is upset, hurt or angry online.
- -Know how to get help if someone is being bullied online.
- -Know how to report and block abusive users.

Spring 1

Computing

- -Understand that an algorithm is a set of instructions that must be precise to ensure the task given is understood (Crazy Creatures/Flanimal activity).
- -Create a game using knowledge of algorithms.
- -Show awareness of audience when creating a game.
- -Make changes to the environment and quest in a game.
- -Evaluate and make changes based on feedback.

Online Safety

- -Demonstrate responsible choices about own online identity depending on context.
- -Discuss how technology can affect sleep and strategies to improve this.

Spring 2

Digital literacy

- -Record a video.
- -Edit a video.

Online Safety

- -Discuss how to make positive contributions online.
- -Discuss how to be a positive member of online communities.
- -Know how to collaborate positively with others online.

Summer 1

Digital literacy

- -Combine text and images on Publisher.
- -Move text and images to show consideration of structure.
- -Discuss how to make digital content appeal to a range of audiences .
- -Apply knowledge of different audiences to design and create content that appeals to a specified audience.

Online Safety

- -Discuss that information that is shared online is widely available and stays online for a long time.
- -Search for information about an individual online and create a summary report of findings.
- -Discuss what is meant by 'data', 'information', 'fact', 'opinion', 'belief', 'true', 'false'. 'valid'. 'reliable' and 'evidence'.
- -Give examples of 'data', 'information', 'fact', 'opinion', 'belief', 'reliable' and 'evidence'.

Summer 2

Computing

- Find multiple solutions to a problem (route algorithms).
- -Use block based coding to create animations on Scratch.

Online Safety

- -Discuss how to recognise when someone is upset, hurt or angry online.
- -Discuss how to get help if someone is being bullied online.
- -Discuss how to report and block abusive users.

Spring 1

Algorithm Audience Environment Quest Game

Evaluate Feedback Copy

Modify Alter

Spring 2

Record

Positive

Contribution

Community

Collaborate

Summer 1

Publisher

Structure

Audience

Information

Appeal

Data

Fact

Opinion

Belief

True

False

Valid

Reliable

Evidence

Summer 2

Block based

Online bullving

coding

Scratch

Report

Block

Route algorithms

Video

Edit

er

iMovie

Spring 1

Spring 2

Flanimal algorithms

mputing sow y5 5-5

Identity (2 Lessons)

Purple Mash Unit 5.5 Game Creator

https://www.purplemash.com/#tab/home/computing/computing sow/computing sow y5/co

https://projectevolve.co.uk/toolkit/resources/years/5/self-image-and-identity/

Project Evolve - Self Image and

Project Evolve – Online Relationships

https://projectevolve.co.uk/toolkit/resources/content/online-relationships/7-11/i-can-describe-some-of-the-ways-people-may-be-involved-in-online-communities-and-describe-how-they-might-collaborate-constructively-with-others-and-make-positive-contributions-eq-agming-communities-or-social-media-groups/?from=years

Summer 1

Publisher

Project Evolve – Online Reputation

https://projectevolve.co.uk/toolkit/resources/c ontent/online-reputation/7-11/i-can-search-forinformation-about-an-individual-online-andsummarise-the-information-found/?from=years

Summer 2

Journey Planner website to check whether answers are most precise

Scratch coding cards

https://www.amazon.co.uk/Scratch-Coding-Cards-Natalie-

Rusk/dp/1593279760/ref=asc df 1593279760/ ?tag=googshopuk-

21&linkCode=df0&hvadid=240910969091&hvp os=&hvnetw=q&hvrand=101568977981942159 99&hvpone=&hvptwo=&hvamt=&hvdev=c&hvd vcmdl=&hvlocint=&hvlocphy=1006736&hvtarqi d=pla-650434061007&psc=1&th=1&psc=1

Project Evolve - Online Bullying

https://projectevolve.co.uk/toolkit/resources/c ontent/online-bullying/7-11/i-can-explain-howanyone-can-get-help-if-they-are-being-bulliedonline-and-identify-when-to-tell-a-trustedadult/?from=years

Project Evolve - Online Bullying

https://projectevolve.co.uk/toolkit/resources/content/online-bullying/7-11/i-can-explain-how-to-block-abusive-users/?from=years

ĺ	Year 6 -
	autumn
	Year 6 -spring

Autumn 1

Digital literacy

- -Know how to open Excel.
- -Know what a spreadsheet is, what it looks like and what it can be used for.
- -Know how to input data on Excel.
- -Know how to use basic data formulae for percentages, averages and minimum and maximum amounts.

Online Safety

- -Know how to use technologies and online services responsibly.
- -Know how to report concerns including capturing bullying content as evidence.

Autumn 2

Digital literacy

- -Know how to evaluate data.
- -Know that poor quality data and errors can lead to unreliable results and inaccurate conclusions.
- -Know how to use data on Excel to create a graph or chart.

Online Safety

- -Know that some online information can be opinion; give examples of these and explain why it may happen.
- -Know what is meant by 'influence', manipulation' and 'persuasion'.
- -Know where 'influence', 'manipulation' and 'persuasion' may be encountered online (advertising).

Spring 1

Digital Literacy

-Know how to improve typing speed and efficiency.

Computing

-Know that algorithms can be used to plan routes (Underground Algorithms).

Online Safety

-Know that the media can shape ideas about gender.

Autumn 1

Digital literacy

- -Open Excel.
- -Discuss what a spreadsheet it, what it looks like and what it can be used for.
- -Input data on Excel.
- -Input data using basic formulae for percentages, averages and minimum and maximum amounts.

Online Safety

- -Discuss how to use technologies and online services responsibly.
- -Discuss how to report concerns including capturing bullying content as evidence.

Autumn 2

Digital literacy

- -Evaluate data.
- -Discuss that poor quality data and errors can lead to unreliable results and inaccurate conclusions.
- -Use data on Excel to create a graph or chart.

Online Safety

- -Discuss that some online information can be opinion; give examples of these and explain why it may happen.
- -Define 'influence', manipulation' and 'persuasion'.
- -Give examples of where 'influence', 'manipulation' and 'persuasion' may be encountered online (advertising).
- -Explain why 'influence', 'manipulation' and 'persuasion' may be used online.

Spring 1

Digital Literacy

-Improve word processing speed and efficiency.

-Discuss how algorithms can be used to plan routes (Underground Algorithms).

-Discuss how the media can shape ideas about gender.

Autumn 2

Autumn 1

Spreadsheet

Responsible

Excel

Data

Formula

Fyidence

Data Conclusions Results Graph Chart

Influence Manipulation Persuasion

Spring 1

Word processing Efficiency Algorithm Gender Media

Autumn 1

Fxcel

Purple Mash Unit 6.9 Excel (LESSONS 1-4 Autumn 1, LESSONS 5-8 Autumn 2)

https://www.purplemash.com/#tab/home/com puting/computing sow/computing sow y6/co mputing sow msexcel

Project Evolve - Online Bullying

https://projectevolve.co.uk/toolkit/resources/c ontent/online-bullvina/7-11/i-can-describehow-to-capture-bullying-content-as-evidence-eg-screen-grab-url-profile-to-share-with-otherswho-can-help-me/?from=years

Autumn 2

Purple Mash Unit 6.9 Excel (Lessons 5-8)

https://www.purplemash.com/#tab/home/com puting/computing sow/computing sow y6/co mputing sow msexcel

Excel

Project Evolve – Managing Online Information

https://projectevolve.co.uk/toolkit/resources/c ontent/managing-online-information/7-11/ican-define-the-terms-influence-manipulationand-persuasion-and-explain-how-someonemight-encounter-these-online-e-g-advertisingand-ad-targeting-and-targeting-for-fakenews/?from=years

Spring 1

Journey planner website to check underground routes

Project Evolve - Self Image and identity

https://projectevolve.co.uk/toolkit/resources/c ontent/self-image-and-identity/7-11/i-canidentify-and-critically-evaluate-online-contentrelating-to-gender-race-religion-disabilityculture-and-other-groups-and-explain-why-it-isimportant-to-challenge-and-rejectinappropriate-representationsonline/?from=years

ſ		Spring 2	Spring 2	Consider 2	iRobot – Level 2
		Computing	Computing	Spring 2	Explore Level 3 to discuss text based
		-Know that there are different levels of code: block based coding and text based	-Discuss different levels of coding – block based and text.	Block based	programming
			-Discuss that computers respond to text based code.	code	programming
		coding.	-Use block-based code to move a robot using different events, loops and timers.	Text based code	Project Evolve Health Well heine
		-Know that computers respond to text based code.		Event	Project Evolve – Health, Well-being
		-Know how to use block-based code to move a robot using different events, loops	-Use commands and appropriate values to create specified shapes and routes with	Loop	and Lifestyle (age related content) https://projectevolve.co.uk/toolkit/resources/c
		and timers.	iRobot.	Timer	ontent/health-well-being-and-lifestyle/7-11/i-
		-Know how to create desired outputs using appropriate commands and values		_	can-describe-common-systems-that-regulate-
		(inputs).		Age-related	age-related-content-e-g-pegi-bbfc-parental-
				content	warnings-and-describe-their- purpose/?from=years
				Self-regulate	purposcy: from=yeurs
		Online Safety	Online Safety		Project Evolve – Health, Well-being
		-Know common systems that regulate age-related content (PEGI, BBFC, parental	-Discuss common systems that regulate age-related content (PEGI, BBFC, parental		and Lifestyle (Limiting technology
		warnings) and their purpose.	warnings) and their purpose.		use)
		-Know the importance of self-regulating use of technology.	-Discuss the importance of self-regulating use of technology.		https://projectevolve.co.uk/toolkit/resources/c
		-Know strategies to self-regulate use of technology.	-Discuss strategies to self-regulate use of technology.		ontent/health-well-being-and-lifestyle/7-11/i-
					can-assess-and-action-different-strategies-to-
					limit-the-impact-of-technology-on-health-e-q- night-shift-mode-regular-breaks-correct-
					posture-sleep-diet-and-exercise/?from=years
		Summer 1	Summer 1	Summer 1	
	Year 6 -	<u>Digital literacy</u>	<u>Digital literacy</u>	Appeal	Summer 1
	summer	-Know how to appeal to a range of audiences.	-Discuss how to appeal to a range of audiences.	Audience	Powerpoint
		-Know how to appeal to different audiences when designing and creating	-Apply knowledge of how to appeal to different audiences when designing and		Project Evolve – Online Bullying
		content.	creating content on Powerpoint.	Transition	https://projectevolve.co.uk/toolkit/resources/c
		-Know how to add sound clips on Powerpoint.	-Create content aimed at a specified audience.	Embed	ontent/online-bullying/7-11/i-can-describe- how-to-capture-bullying-content-as-evidence-e-
		-Know how to evaluate the effectiveness of digital content (advertisements,	-Use images, text, transitions and embedded sound clips.	Sound clip	g-screen-grab-url-profile-to-share-with-others-
		information, promotions).	-Discuss and evaluate the effectiveness of digital content (advertisements,	Evaluate	who-can-help-me/?from=years
		-Know how digital content could be improved to increase effectiveness.	information, promotions).	Effective	
		-Know how to create effective digital content.	-Discuss how digital content could be improved to increase effectiveness.	Report	Project Evolve - Online Bulling
			-Discuss how to create effective digital content.	Evidence	https://projectevolve.co.uk/toolkit/resources/c ontent/online-bullying/7-11/i-can-explain-how-
				Evidence	someone-would-report-online-bullying-in-
		Online Safety	Online Safety		different-contexts/?from=years
		-Know how to capture bullying content as evidence (screen-grab, URL, profile) to	-Discuss how to capture bullying content as evidence (screen-grab, URL, profile) to		
		share with someone who can help.	share with someone who can help.		
		-Know how to report concerns at home and in school.	-Discuss how to report concerns at home and in school.		Summer 2
		'	'		
		Summer 2	Summer 2	Summer 2	Project Evolve – Health, Well-Being
		Computing	Computing	Debug	and Lifestyle
		-Know how to design, write and debug programs on Scratch.	-Design, write and debug programs on Scratch.	Procedural	https://projectevolve.co.uk/toolkit/resources/c
		- Combine a group of instructions into a single named unit (procedural	-Combine a group of instructions into a single named unit (procedural abstraction)		ontent/health-well-being-and-lifestyle/7-11/i- recognise-and-can-discuss-the-pressures-that-
		abstraction) – Scratch.	– Scratch.	abstraction	technology-can-place-on-someone-and-how-
				Well-being	when-they-could-manage-this/?from=years
		Online Safety	Online Safety	Impulsive	
		-Know that we are responsible for the well-being of others in online social	-Discuss how we are responsible for the well-being of others in online social groups.		
		groups.	-Discuss how impulsive and rash communications may cause problems.		Scratch
		Browns.	The state of the s		

groups.
-Know that impulsive and rash communications may cause problems.