








Year Group	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	E-safety To know how to be safe, Safe adults To understand that not everything on the internet is true Books & Discussion Penguin Pig, Chicken Clickin'	Keeping Safe and Exploring Technology 	Writing in different styles 	Digital Literacy and online safety (Y3) 	Digital Literacy and online safety (Y4) 	Digital Literacy and online safety (Y5) 	Digital Literacy and online safety (Y6)
Autumn 2	What is technology? What is online? E-Safety iPap	Exploring digital Sound 	An introduction to animation 	Communication and collaboration 	Searching the web 	Building Retro Games - Pick a project 	Spreadsheet Masters
Spring 1	Control Technology Learn how to program simple movements - BeeBot Clear, forwards, backwards, turns Begin to group commands Debug programs	Making multimedia stories 	Programming with ScratchJr 	Starting from Scratch 	Scratch maze games 	Building Collaborative websites 	Getting started with the BBC micro:bit
Spring 2	Numbots	Action algorithms! 	Keep Safe and Create 	Databases 	3D Design 	Manipulating Sound 	Creating Instructional Videos
Summer 1	Sand art	An introduction to digital art 	Programming with Logo 	Digital imagery: Patterns in nature 	Kodu - An independent project 	What is a computer? 	Manipulating images
Summer	Creating using Technology Make a digital book with words and pictures JiT School360 Mix Book Creator E-Safety - revisit	Programming Direction 	Finding and presenting information 	Getting started with Kodu 	Computational Thinking - Alien Contact 	LEGO robotics 	Inside the internet

Other available units:

KS1	KS2			
Beginning to present 	Lego WeDo - Mechanisms and machines 	Getting started with a Crumble 	Kodu Sports 	Animation with Scratch 

Digital literacy -
Online safety

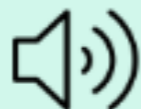


Digital literacy -
Multimedia

Text



Sound



Art and design



Animation



Video



Computer science

Control and programming.



Computational thinking



Information technology

