KS1

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

KS2

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Year Group	Autumn – Digital Literacy	Spring – Information Technology	Summer – Computer Science	Assessment – yes/no (last lesson of summer sessions)
Reception	1. what are computers? 2. other ways of finding information 3. exploring inputs 1 4. exploring inputs 2 5. exploring outputs 6. e-safety	Use of different devices: *Computers, iPads, cameras, interactive whiteboards, media players (CD, DVD, video, cassette, vinyl), phones, tablets*	Algorithms introduction – instructions Sandwich bot game iPad apps – *Cargobot/Lightbot* – programming/*beebot*	Can create an algorithm to go from one place to another efficiently and correctly
1	***E-safety*** SWGFL Digital Literacy: 1. going places safely 2. ABC searching 3. keep it private 4. my creative work 5. sending email	Logging in, accessing/creating folders Basics of word/PowerPoint Accessing internet	Floor robots - programming	Programme a series of movements to reach from one location to another, avoiding obstacles in the way
2	***E-safety*** SWGFL Digital Literacy: 1. staying safe online 2. following the digital trail 3. screen the mean out 4. using keywords 5. sites I like	Word/PowerPoint Different fonts/colours/size Text position Copy – paste (text + images) Transitions/presenting back	Scratch Jr – programming, iPad app https://www.scratchjr.org/teach/activities	https://www.scratchjr.org/teach/assessments/solveit Assessment – written assessment on understanding
3	***E-safety*** SWGFL Digital Literacy: 1. powerful passwords 2. my online community 3. things for sale 4. show respect online 5. writing good emails	Blogs: *Wordpress* Excel	Webpage creation and design: *Weebly* *Muse/Edge tools?*	Create their own website, from scratch, with 3 pages based on your topic with images, text and publish it with a sensible URL name
4	***E-safety*** SWGFL Digital Literacy: 1. rings of responsibility 2. private and personal information 3. the power of words 4. the key to keywords 5. whose is it, anyway?	3D modelling: *Sketch-up* Stop/start animation *I can animate*	App creation: *Appshed* *Flash builder?*	Create their own app, from scratch, with 3 pages based on your topic with images, text and publish it
5	***E-safety*** SWGFL Digital Literacy: 1. strong passwords 2. digital citizenship pledge 3. you've won a prize! 4. how to cite a site 5. perfect picture	Photo editing: *Photoshop* Audio editing: *Audacity*	Game creation: *Kodu*	Create your own game, of your choosing, from scratch that can be played fully and independently
6	***E-safety*** SWGFL Digital Literacy: 1. talking safely online 2. super digital citizen 3. privacy rules 4. what's cyberbullying? 5. selling stereotypes	Video editing: *Premiere Pro CC*	iPad coding: *Codea* *Hopscotch for games*	Create your own application, using Codea, of you own design using the correct lines of codes without errors in the end product

First half of term	Monday	Tuesday	Wednesday	Thursday	Friday
Reception					
Year 1					
Year 2					
Year 3					
Year 4					
Year 5					
Year 6					
Second half of term	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**
Reception					
Year 1					
Year 2					
Year 3					
Year 4					
Year 5					
Year 6					