



Year Group	Journeys	This is me	Night at the Museum	Metamorphosis/ Changes	Kings and Queens	Passport to the world		
EYFS	 *Knows how to operate simple equipment e.g. turns on CD player and uses remote control. *Knows that information can be retrieved from computers. *Completes a simple program on a computer. *Uses ICT hardware to interact with age-appropriate computer software. *Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. *Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. Early Learning Goal: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. 							
KS1 (Year one	Co2/1.1 understand	Co2/1.5 recognise	Co2/1.4 use	Co2/1.1 understand	Co2/1.4 use	Co2/1.5 recognise		
and two)	what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions CO2/1.2 create and debug simple programs CO2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	common uses of information technology beyond school CO2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	technology purposefully to create, organise, store, manipulate and retrieve digital content CO2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions CO2/1.2 create and debug simple programs CO2/1.3 use logical reasoning to predict the behaviour of simple programs CO2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online	technology purposefully to create, organise, store, manipulate and retrieve digital content CO2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies	common uses of information technology beyond school CO2/1.3 use logical reasoning to predict the behaviour of simple programs CO2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies		





Year Three	Unit 3.1 Coding	Unit 3.4 Touch	Unit 3.2 Online	Unit 3.3	Unit 3.7	Unit 3.6 Branching
Year Three	Unit 3.1 Coding Design, write and debug programs that accomplish specific goals, including controlling or stimulating 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. Unit 3.5 Email 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	Unit 3.4 Touch typing 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.	Unit 3.2 Online safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Unit 3.3 Spreadsheets Unit 3.8 Graphing 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.	Unit 3.7 Simulations 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. To complete research for our theme online. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Unit 3.6 Branching Databases 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 give goals, including collecting, analysing, evaluating and presenting data and information.
Year four	collaboration. Unit 4.2 Online Safety (4 weeks) Use technology safely, respectfully and	Unit 4.1 Coding (4 weeks)	Unit 4.5 Logo (1 week)	Unit 4.3 Spreadsheets (5 weeks)	Unit 4.7 Effective Searching (3 weeks)	Unit 4.9 Making Music (4 weeks) Select, use and combine a variety of software (including





	responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Unit 4.1 Coding (2 weeks) Design, write and debug programs that accomplish specific goals, including controlling or stimulating 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.	Unit 4.5 Logo (3weeks) Design, write and debug programs that accomplish specific goals, including controlling or stimulating 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.	Unit 4.4 Writing for different purposes (5 weeks) 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.	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 search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. 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. Unit 4.6 Animation (3 weeks) 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.	internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish giver goals, including collecting, analysing, evaluating and presenting data and information.
Year five	Unit 5.1 Coding (6 weeks)	Unit 5.2 Online Safety (3 weeks)	Unit 5.3 Spreadsheets (2 weeks)	Unit 5.5 Game Creator (5 weeks)	Unit 5.6 3D Modelling (4 weeks)	Unit 5.7 Concept Maps (1 week)
	Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable	Select, use and combine a variety of software (including internet services) on a range of	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a	Select, use and combine a variety of software (including internet services) on a range of	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of





	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.	behaviour; identify a range of ways to report concerns about content and contact. 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. Unit 5.3 Spreadsheets (4 weeks) 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.	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. Unit 5.4 Databases (4 weeks) 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.	range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	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. Unit 5.7 Concept Maps (3 weeks) 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.	programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Year	Online Safety	Unit 6.3	Unit 6.1 Coding (6	Unit 6.8 Binary (4	Unit 6.7 quizzing (6	Unit 6.5 Text
Six	Unit 6.2	Spreadsheets (3 weeks)	weeks)	weeks)	weeks)	Adventures (4 weeks)
	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range	Select, use and combine a variety of software (including internet services) on a range of	Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve	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	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of	Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve





of ways to report concerns	digital devices to design	problems by decomposing	and content that	programs, systems and	problems by decomposing
about content and contact.	and create a range of	them into smaller parts.	accomplish given goals,	content that accomplish	them into smaller parts.
	programs, systems and		including collecting,	given goals, including	
Understand computer	content that accomplish	Use sequence, selection	analysing, evaluating and	collecting, analysing,	Use sequence, selection and
networks, including the	given goals, including	and repetition in	presenting data and	evaluating and presenting	repetition in programs; work
Internet; how they can	collecting, analysing,	programs; work with	information.	data and information.	with variables and various
provide multiple services,	evaluating and presenting	variables and various			forms of input and output.
such as the World Wide	data and information.	forms of input and			
Web; and the		output.			Use logical reasoning to
opportunities they offer	Unit 6.6 networks				explain how some simple
for communication and		Use logical reasoning to			algorithms work and to dete
collaboration.	(3 weeks)	explain how some simple			and correct errors in
	Understand computer	algorithms work and to			algorithms and programs.
	networks, including the	detect and correct errors			5 1 5
Unit 6.4 Blogging	Internet; how they can	in algorithms and			Select, use and combine a
(4 weeks)	provide multiple services,	programs.			variety of software (includin
	such as the World Wide				internet services) on a range
Use technology safely,	Web; and the				of digital devices to design
respectfully and	opportunities they offer				and create a range of
responsibly; recognise	for communication and				programs, systems and
acceptable/unacceptable	collaboration.				content that accomplish giv
behaviour; identify a range					goals, including collecting,
of ways to report concerns					analysing, evaluating and
about content and contact.					presenting data and
about content and contact.					information.
Unit 6.3					
Spreadsheets (2					
weeks)					
weeks)					
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.					





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Events:				
Events: Safer Internet Day	 February 2nd 			