



	Autumn Term	Spring Term	Summer Term
Nursery	<p>MARVELLOUS ME!/TRANSPORT</p> <p>E-Safety IWB Maths activities e.g. Topmarks ABAB patterns 2paintapicture – splash (fireworks)</p>	<p>STORIES SUPERHEROES</p> <p>E-Safety Introduce computer, keyboard, mouse etc Introduce I-Pads Explore the remote-control cars Use of IWB, I-Pads and computers for phonics and maths games 2-paint a picture</p>	<p>SEASIDE AND UNDER THE SEA</p> <p>E-Safety IWB and computers – phonics, letter formation and maths games Computers/I-Pads - Draw a sea creature or related item</p>
Reception	<p>MARVELLOUS ME! TRANSPORT</p> <p>E-safety Programming Explore the beebots Creating media use of mouse Move and resize images with fingers or mouse Create digital pictures</p> <p>Use of ipads for letterjoin – handwriting/ numberblocks – maths</p>	<p>SUPERHEROES</p> <p>E-safety</p> <p>Beebots - programming Input simple sequence of commands with support Data & Information Scan QR code explore a 360 image Talk about AR objects in my class (VR animals)</p> <p>Creating media Take a photo and use it in an app (make selves into superheroes) Create a simple digital collage Computer systems and networks Identify and talk about how can use the internet to find things out</p> <p>Use of ipads letterjoin/maths games</p>	<p>SEASIDE AND UNDER THE SEA</p> <p>E-safety</p> <p>Programming create a simple picture to tell a story Data & Information Scan QR code Explore a 360 image Talk about AR objects in my class (VR places/under the sea)</p> <p>Creating media Record, play and watch a short video Create a simple digital collage Type letters with increasing confidence using a keyboard or tablet Computer systems and networks Identify and talk about how can use the internet to find things out</p> <p>Use of ipads letterjoin/maths games</p>



<p>Year One</p>	<p>PIRATES</p> <p>Technology around us Technology in our classroom Using technology Developing mouse skills Using a computer keyboard Using a computer responsibly Beebot Pirate maps</p> <p>Digital painting How can we paint using computers? Using shapes and lines Making careful choices Painting all by myself Comparing computer art and painting Paint a Pirate</p> <p>E-safety School rules Recognising uses of computers and the internet Using the internet safely Email</p>	<p>MAGICAL KINGDOMS</p> <p>Digital writing Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard</p> <p>Grouping data Label and match Group and count Describe an object Making different groups Comparing groups Answering questions</p> <p>E-safety School rules Recognising uses of computers and the internet Using the internet safely Email</p>	<p>ALL CREATURES GREAT AND SMALL</p> <p>Moving a robot Buttons Directions Forwards and backwards Four directions Getting there Routes</p> <p>Introduction to animation Comparing tools Joining blocks Make a change Adding sprites Project design Following my design 4D+ Animals</p> <p>E-safety School rules Recognising uses of computers and the internet Using the internet safely Email</p>
<p>Year Two</p>	<p>THE GREAT FIRE OF LONDON</p> <p>IT all around us What is IT? IT in school IT in the world The benefits of IT Using IT safely Using IT in different ways</p> <p>Making Music How music makes us feel Rhythms and patterns How music can be used Notes and tempo Creating digital music</p>	<p>A SEED OF CHANGE</p> <p>Digital photography Taking photographs Landscape or portrait What makes a good photograph? Lighting Effects Is it real?</p> <p>Robot algorithms Giving instructions Same but different Making predictions Mats and routes Algorithm design Debugging</p>	<p>HOMELY HABITATS</p> <p>Pictograms Counting and comparing Enter the data Creating pictograms What is an attribute? Comparing people Presenting information</p> <p>An introduction to quizzes Scratch junior recap Outcomes Using a design Changing a design</p>



	<p>Reviewing and editing music E-safety School rules Recognising uses of computers and the internet Using the internet safely Email</p>	<p>E-safety School rules Recognising uses of computers and the internet Using the internet safely Email</p>	<p>Designing and creating a programme Evaluating E-safety School rules Recognising uses of computers and the internet Using the internet safely Email</p>
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