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|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 2 | Summer 2 | |
| Reception | Me and My Community – Including Exploring Autumn | Will You Read Me a Story? | Dangerous Dinosaurs | Why do zebras have stripes? | Why do Ladybirds have spots? | Who lives in a Rock Pool? What Can I see in Summer? | |
| Year 1 Chaffinch | School Days (Y1)  (History)  E-Safety (Making the right decision and critical thinking)  Digital Literacy – Logging into a device, using a Deice to develop typing skills, being able to use a mouse.  E- Safety (child friendly search engines)  Digital Literacy - Piccolage | The seven Continents  (Y1 OAK unit)  (Geography)  Algorithms – Tynker JR, introduce the term algorithm, use directional instructions, plan and develop algorithms  E-Safety – Keeping it private | Movers and Shakers (Y2)  (History)  Digital Literacy – Using a computer, typing skills, logging into Microsoft, using an iPad to copy and paste, using a computer sensibly | Coastline (Y2)  (Geography)  Digital Literacy – Bug hunters (using Google and using folders), create an image gallery, organise images into a named folder on an iPad, rename files, use Picollage to make a presentation | Magnificent Monarchs (Y2)  (History)  Digital Literacy (Potty Painters) – Discuss what an illustration is, choose a book to draw an illustration for, use an illustration program, edit an illustration, introduce e-books. | Street Detectives (Y2)  (Local History)  Coding – Scratch Jr (Introduction and Fundamentals), add sprites and move at different speeds, make a sprite move and hide, change the background, use the repeat tool, add a conversation. | |
| Year 2 Chaffinch | School Days (Y1)  (History)  E- Safety Jessie and Friends  (to discuss and use the internet safely) I can identify adults who can help me, I can explain what might happen if we share a picture, I can use technology safely, I can describe positive behaviour on the internet | The seven Continents  (Y1 OAK unit)  (Geography)  Coding Scratch Jr (Grow and shrink, making it move), I can add sounds, I can use the repeat tool  E-Safety – Being kind online | Movers and Shakers (Y2)  (History)  Digital Literacy – recognising suitable websites, using keyboards, to describe my digital footprint, to develop my typing skills, | Coastline (Y2)  (Geography)  Digital Literacy – Understanding how a computer works, what is the internet?, how can a computer help us learn, taking care of personal information  Introduction into photo editing | Magnificent Monarchs (Y2)  (History)  Digital Literacy – discuss what a camera is and how it works, use a photo edit App, present photographs taken | Street Detectives (Y2)  (Local History)  Coding Scratch Jr – animate a sprite, to make a sprite disappear and appear, to use a repeat block, to use a repeat block, to be able to create a game | |
| Year 2 Kingfisher | Movers and Shakers (Y2)  (History)  E- Safety Jessie and Friends  (to discuss and use the internet safely) I can identify adults who can help me, I can explain what might happen if we share a picture, I can use technology safely, I can describe positive behaviour on the internet | Rocks, Relics and Rumbles (Y3)  (Geography)  Coding Scratch Jr (Grow and shrink, making it move), I can add sounds, I can use the repeat tool  E-Safety – Being kind online  Digital Literacy – recognising suitable websites, using keyboards, to describe my digital footprint, to develop my typing skills, | | Coastline (Y2)  (Geography)  Digital Literacy – Understanding how a computer works, what is the internet?, how can a computer help us learn, taking care of personal information  Introduction into photo editing | Magnificent Monarchs (Y2)  (History)  Digital Literacy – discuss what a camera is and how it works, use a photo edit App, present photographs taken | Street Detectives (Y2)  (Local History)  Coding Scratch Jr – animate a sprite, to make a sprite disappear and appear, to use a repeat block, to use a repeat block, to be able to create a game | |
| Year 3 Kingfisher | Movers and Shakers (Y2)  (History)  E- Safety – discuss what information to keep private, identify ways information can be found online, to create a positive online presence, to discuss levels of privacy, Be Internet Legends | Rocks, Relics and Rumbles (Y3)  (Geography)  Coding – Tynker understand coding and explain key words, describe and conduct sequence, build sequences and understand orders, re-order steps in a sequence. (Spring 2 planning)  E- Safety – Can you trust everything you read, fake news, to explore social media, to understand how search engines select and rank results | | Coastline (Y2)  (Geography)  Digital Literacy – understand what a computer network is, to understand the components of a computer, understand that devices on a network have a unique address, to understand how email travels and how to receive it, to send and reply to emails, to attach a file/photo to an email, to use emails to communicate ideas. | Magnificent Monarchs (Y2)  (History)  E-Safety – digital footprint.  Coding – understand what a loop is, understand basic debugging, and understand events and actions. | Street Detectives (Y2)  (Local History)  Coding – understand basic conditions, create a simple algorithm, and introduce HTML coding. | |
| Year 4 Owl | Ancient civilisations (Y4)  (History)  E-Safety – recognise ways people steal information, to recognise how computer ‘bots’ can interfere with daily life, to recognise if online information is credible, to detect fake news, Be Internet Legends, I am Internet awesome  Digital Literacy – Exploring our earth and locating different countries, create and experience stories about the world, research and record information, to use search engines effectively, assess the credibility of a source, collect analyse and collaborate information found on the web. | | Location, Location, Location  (UK and Americas)  (Geography)  (OAK Year 3/4 unit)  Digital Literacy – Word processing, create a word document and edit the font, open and edit a word document, create a PPT and edit the font and edit a PPT, to layer images on top of one another, to be able to sue crop tool.  Creating a PPT | Traders and Raiders (Y4)  (History)  Algorithms – Think like a developer, understand and identify algorithms, identify bugs and how to fix them, identify loops, understand decomposition to solve problems, understand abstraction to solve problems.  Digital Literacy – (iMovie) create a trailer using pictures, use a mixture of video and photographs, understand animation techniques using stop motion, create a news report using a green screen, present and show a final piece. | | Marvellous maps  (Geography)  (2 weeks)  Coding – understand how functions can make coding efficient  Understand conditional statements | Local History study (2 weeks)  Coding – variables, input and output  Understanding user interfaces and user experiences |
| Year 5 Kestrel | Ancient civilisations (Y4)  (History)  E-Safety – To be able to create a string password, customise privacy settings  Google Internet Islands  Digital Literacy – to create documents using word, use publisher to create an image  Begin to use spreadsheets  Coding – Scratch Christmas card activity | | Location, Location, Location  (UK and Americas)  (Geography)  (OAK Year 3/4 unit)  E-Safety – cyber bullying  Become a responsible digital citizen  Coding – Everyone can Code, commands and sequences, debugging, functions and sequences | Traders and Raiders (Y4)  (History)  Coding – Swift Playground, design programmes to solve challenges  Describe, demonstrate and code using conditional code and logic  Demonstrate and code using loops  Animation – use still images to produce an animation  Create custom made animation  Digital Literacy – Evaluate webpages  Create a webpage layout  Add text and hyperlinks to a webpage | | Marvellous maps  (Geography)  (2 weeks)  Coding – Everyone can Code, demonstrate and code using algorithms  Understand code and how parameters effect results | Local History study (2 weeks)  Coding – use code to control a VR robot |
| Year 6 Eagle | Frozen Kingdom (Y6)  (Geography) (Biomes OAK)  E-Safety – to respond to bullying online  To model behaviour to others  Interland Kind Kingdom  Explore Google Internet Island | Location, Location, Location  UK, Europe and Hemispheres and Tropics (OAK)  Digital Literacy – Sketch Up, manipulate 2D shapes into 2D shapes  To be able to copy and manipulate 3D models  To be able to use the main tools on the Sketch up tool bar  Computer Network Lesson – to understand how computer networks find data  To understand how hashtag searching works | I Am Warrior (Y4)  (History)  E-Safety – fake news  Coding – Everyone can code, demonstrate and use variables  Develop knowledge of coding with variables  Develop the use of types and initialisation  Demonstrate the use of parameters  Demonstrate a range of coding and problem solving skills | | Hola Mexico (Y6)  (Building locational knowledge South America)  (Geography)  E-Safety – passwords and security scams  Digital Literacy – Introduction to HTML  Introduction to Python  Childnet video competition  Coding – demonstrate the use of arrays in coding  Demonstrate the use of arrays to visualise data  Demonstrate a range of coding concepts | | Local History study (2 weeks) |

**Blank LTP**