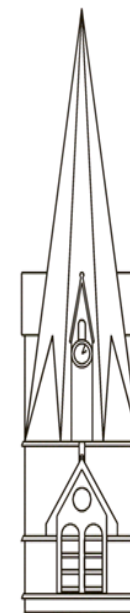


Cycle B 2023-24	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Pathfinders Year 1/2	1.1 We are treasure hunters Solving problems using programmable toys	1.2 We are TV chefs Filming the steps of a recipe	1.3 We are digital artists Creating work inspired by great artists	1.4 We are Publishers Creating a multimedia eBook about our achievements	1.5 We are Rhythmic Creating sound patterns in Scratch Jr and GarageBand	1.6 We are detectives Using data to solve clues
Discoverers Year 2/3	2.1 We are astronauts Programming on screen in Scratch Jr	2.2 We are games testers Working out the rules for games	2.3 We are photographers Taking, selecting and editing digital images	2.4 We are safe researchers Researching a topic	2.5 We are animators Creating a stop-motion animation	2.6 We are zoologists Collecting data about bugs
Adventurers Year 3/4	3.1 We are programmers Programming an animation	3.2 We are bug fixers Finding and correcting bugs	3.3 We are presenters Videoing a presentation against a green screen	3.4 We are who we are Creating a range of media about ourselves	3.5 We are co-authors Producing a wiki	3.6 We are opinion pollsters Collecting and analysing data
Navigators Year 5/6	5.1 We are game developers Developing an interactive game	5.2 We are cryptographers Cracking codes	5.3 We are architects Creating a virtual space	5.4 We are web developers Making sense of the Internet and building a website	5.5 We are adventure gamers Creating an interactive, multimedia adventure	5.6 We are VR designers Learning about virtual reality



Cycle A 2024-25	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Pathfinders Year 1/2	1.1 We are treasure hunters Solving problems using programmable toys	1.2 We are TV chefs Filming the steps of a recipe	1.3 We are digital artists Creating work inspired by great artists	1.4 We are Publishers Creating a multimedia eBook about our achievements	1.5 We are Rhythmic Creating sound patterns in Scratch Jr and GarageBand	1.6 We are detectives Using data to solve clues
Discoverers Year 2/3	3.1 We are programmers Programming an animation	3.2 We are bug fixers Finding and correcting bugs	3.3 We are presenters Videoing a presentation against a green screen	3.4 We are who we are Creating a range of media about ourselves	3.5 We are co-authors Producing a wiki	3.6 We are opinion pollsters Collecting and analysing data
Adventurers Year 3/4	4.1 We are software developers Developing a simple educational game	4.2 We are makers Coding for micro:bit	4.3 We are musicians Creating a piece of music in GarageBand	4.4 We are bloggers Sharing experiences and opinions	4.5 We are artists Fusing geometry and art	4.6 We are meteorologists Recording and presenting the weather
Navigators Year 5/6	6.1 We are toy makers Coding using micro:bit	6.2 We are computational thinkers Algorithms	6.3 We are publishers Creating a yearbook	6.4 We are connected Social media	6.5 We are advertisers Making a short TV advert	6.6 We are AI developers Learning about machine learning

