

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	<p><u>Loading up (E-Safety)</u> Pupils are introduced to the school network as well as the importance of keeping their passwords secret. Creation of folder structure within the pupils drives and practicing of keeping folders and files organised.</p>	<p><u>Word Up</u> Pupils recap what they can already do and develop their digital literacy by using Word processing to achieve a variety of outcomes. #HourofCode</p>	<p><u>King Arthur</u> Algorithms & programming. This story is used as a theme to deepen understanding of programming and computational thinking skills.</p>	<p><u>King Arthur (cont.)</u> Algorithms & programming. This story is used as a theme to deepen understanding of programming and computational thinking skills.</p>	<p><u>Digital Literacy: What makes a good presentation?</u> Pupils use research to create a well-balanced and professional presentation that they deliver to the class.</p>	<p><u>China & India</u> Pupils are able to assess how the internet sometimes has filters applied to it. They see that different countries have different allowances for the internet. They consider bias and what makes an effective presentation.</p>
<p>Year 6 #Challenge: Introduction to Python through the Hour of Code</p>	<p><u>I Google (E-Safety)</u> Pupils are to identify how they are portrayed on the internet and the impacts of using technology and multimedia on their lives. Parts of a Computer: Hardware & Software</p>	<p><u>Digital Literacy: Power Point – A Magical Journey</u> Pupils are to create an interactive power Point presentation of Oakfield Academy. #HourofCode</p>	<p><u>Digital Literacy: Power Point – A Magical Journey(cont.)</u> Pupils are to create an interactive power Point presentation of Oakfield Academy.</p>	<p><u>Great Journeys</u> Pupils begin to recognise the difference between the internet and world wide web. How the internet aids communication, as well as the different methods of using the internet to travel.</p>	<p><u>Game Design Using Scratch:</u> Pupils are to take their previous learning of Scratch and plan, prepare, design and test a game using Scratch.</p>	<p><u>Computers in the Real World: Making an Impact</u> Pupils are to research a real world problem, before they plan, design and build a website, a game or an app. #Challenge: Discussion of social and ethical issues raised by computers in the world today.</p>