Year 1/2 (Cycle A)

Information Technology · **Computer Science** · **Digital Literacy**

Unit Title	Introduction to PM (1) *	Creative Computing (1) *	Creating Pictures (2) *	Spreadsheets (2)	Animated Stories (1)	Coding (1)	Coding (2)
Lessons	3	4	5	6	6	6	6
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World						

Year 1/2 (Cycle B)

Unit Title	Introduction to PM (1) *	Route Explorers (2) *	The Internet (2) *	Data Explorers (1) *	Questioning (2)	Making Beats (1)	Creating & Following Instructions (1)	Presenting Ideas (2)	Technology Around Us (1)
Lessons	3	4	4	6	4	4	3	4	4
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World								

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Year 3/4 (Cycle A)

Unit Title	Email (3) *	Unpacking Hardware & Software (4) *	Route Planners (3) *	Effective Searching (4)	Coding (3/4 – See coding breakdown table below)	Presentations (3) (Microsoft, Apple & Google)	Spreadsheets (3)
Lessons	6	4	5	4	6	5	6
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World						

Year 3/4 (Cycle B)

Unit Title	Animation (4) *	Logo (4) *	Branching Databases (3) *	Sound Stories (4)	Coding (3/4 – See coding breakdown table below)	Composing Beats (4)	Touch Typing (3)	Introduction to AI (4)
Lessons	6	4	4	4	6	4	4	4
	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Additional Units	Introduction to Purple Mash	micro:bit (3)	micro:bit (4)
Lessons	2	4	4

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Year 3/4 (Coding Breakdown)

Coding lessons from both year 3 and 4 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 3 & 4 - CYCLE A						
Title	Using Flowcharts	Using Timers	'if' statements	Coordinates	Code, Test and Debug	Design, Code, Test and Debug
Year and lesson number	Year 3 Lesson 1	Year 3 Lesson 2	Year 4 Lesson 2	Year 4 Lesson 3	Year 3 Lesson 4	Year 4 Lesson 1

YEAR 3 & 4 - CYCLE B						
Title	Using Repeat	Repeat Until and 'if/else' Statements	Number Variables	Design and Make an Interactive scene	Design and Make an Interactive scene	Making a Playable game
Year and lesson number	Year 3 Lesson 3	Year 4 Lesson 4	Year 4 Lesson 5	Year 3 Lesson 5	Year 3 Lesson 6	Year 4 Lesson 6

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Year 5/6 (Cycle A)

Unit Title	Quizzing (5) *	Game Creator (5) *	Graphing (6) *	Spreadsheets (6) (Microsoft, Apple & Google)	Coding (5/6 – See coding breakdown table below)	Word Processing (5) (Microsoft, Apple & Google)	3D Modelling (6)
Lessons	5	5	4	6	6	6	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World							

Year 5/6 (Cycle B)

Unit Title	Networks (6) *	Databases (5) *	Blogging (6) *	Concept Maps (5)	Coding (5/6 – See coding breakdown table below)	Introduction to Python (6)	Spreadsheets (5)	Data Detectives (6)
Lessons	4	4	4	4	6	4	6	4
Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World								

Additional Units	Introduction to Purple Mash	Coding: External Devices (5)	Binary (6)	micro:bit (5)	micro:bit (6)
Lessons	2	6	4	4	4

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Year 5/6 (Coding Breakdown)

Coding lessons from both year 5 and 6 have been grouped in cycles of related concepts that support progression in a mixed year class.

YEAR 5 & 6 - CYCLE A						
Title	**Coding Efficiently**	**Simulating a physical system**	**Friction and Functions**	**Introducing Strings**	**Text Variable and Concatenation**	**User Input**
Year and lesson number	**Year 5** **Lesson 1**	**Year 5** **Lesson 2**	**Year 5** **Lesson 5**	**Year 5** **Lesson 5**	**Year 5** **Lesson 6**	**Year 6** **Lesson 5**

YEAR 5 & 6 - CYCLE B						
Title	**Designing and writing a more complex program**	**Designing and writing a more complex program**	**Decomposition and Abstraction**	**Using Functions**	**Flowcharts and control simulations**	**Text Adventure**
Year and lesson number	**Year 6** **Lesson 1**	**Year 6** **Lesson 2**	**Year 5** **Lesson 3**	**Year 6** **Lesson 3**	**Year 6** **Lesson 4**	**Year 6** **Lesson 6**

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