

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	<u>Online Safety</u> Creating an avatar, picture using Paint Projects, using the Online Work area and searching Purple Mash.	<u>Grouping & Sorting</u> Sort items by different criteria away from the computer and at the computer.	<u>Pictograms</u> Introduction to pictograms and looking at how they can be used to represent data.	<u>Lego Builders</u> Think logically about scenarios. Introduced to the term 'algorithm'. This concept is at the core of coding.	<u>Maze Explorers</u> A series of coding challenges that teach the basic principles of coding.	<u>Animated Storybooks</u> provide an opportunity to develop skills to create, organise, store, manipulate and retrieve digital content.
2	<u>Coding</u> The Chimp activities provide further practice of the concepts that the children will be learning and can be used as extension activities.	<u>Online Safety</u> Use the Search tool to find resources on Purple Mash, use 2Paint a Picture and sharing work to a display board and use 2Respond (2Email) to start to communicate by email.	<u>Spreadsheets</u> Reviewing prior use of spreadsheets, Copying and Pasting Totalling tools, Using a spreadsheet to add amounts and Creating a table and block graph.	<u>Questioning</u> To use yes/no questions to separate Information, To construct a binary tree to separate different items, To use 2Question to answer questions.	<u>Effective Searching</u> Develop an understanding of what the Internet is and providing basic tools to help search for information more effectively.	<u>Creating Pictures</u> To be introduced to 2Paint a Picture, to re-create art in the style of artists and too look at the work of other famous artists.
3	<u>Coding</u> To design programs using a character, a car and an animal, giving each a specific action to perform using new programming knowledge. To review what an	<u>Online Safety</u> Children will discuss how communities connect, together, using the Internet and look at blogging as a way of connecting and communicating both in class and in school using Purple	<u>Spreadsheets</u> To create pie charts and bar graphs, To use the 'more than', 'less than' and 'equals' tools and To introduce the Advanced Mode of 2Calculate and use coordinates.	<u>Touch-typing</u> This unit of work uses 2Type and is designed to help the children learn the basics of quick and efficient typing.	<u>Email</u> To think about different methods of Communication, To open and respond to an email. To write an email to someone using an address book and to learn how to use email safely.	<u>Branching Databases</u> To sort objects using just 'yes' or 'no' questions, To complete a branching database using 2Question and To

	Object, Action, Output, Control and Event are when used in computer programming.	Mash.				create a branching database of the children's choice.
4	<p><u>Online Safety</u></p> <p>To share knowledge of online safety, To create and share an online safety presentation and information materials.</p>	<p><u>Spreadsheets</u></p> <p>Using the formula wizard in the advanced mode to add formulae, explore formatting cells, timer and Spin button and Line graphs.</p>	<p><u>Writing</u></p> <p>Technology can be used to organise, reorganise, develop and explore ideas, and that working with information in this way can aid understanding. It also gives children opportunities to discuss their experiences of using ICT and how it is used in the wider world.</p>	<p><u>Using logo</u></p> <p>The aim of the lessons is for the children to use Logo to follow and create simple algorithms.</p>	<p><u>Animation</u></p> <p>To provide the children with the knowledge and understanding to create simple and more complex animations using 2Animate on Purple Mash.</p>	<p><u>Effective searching</u></p> <p>Makes use of the Google search engine but could be adapted to be used with an alternative.</p>
5	<p><u>Coding</u></p> <p>Designing and writing a program that accomplishes a specific goal.</p>	<p><u>Online Safety</u></p> <p>Discuss the use of online social media sites. Using the Childnet SMART CREW resources as a discussion point, the children will consider the consequences of certain actions and the importance of keeping safe online.</p>	<p><u>Spreadsheets</u></p> <p>Conversions of measurements, Novel use of the count tool, Formulae including the advanced mode, Using text variables to perform calculations and Use a spreadsheet to plan an event.</p>	<p><u>Databases</u></p> <p>Children will be using the database program 2Investigate to learn about the functions of databases.</p>	<p><u>Game Creator</u></p> <p>To set the scene, To create the game Environment, To create the game quest, To finish and share the game and to evaluate their peers' games.</p>	<p><u>Modelling</u></p> <p>To be introduced to 2Design and Make, To explore the effect of moving points when designing and to understand designing for a purpose.</p>

6	<u>Coding</u> Designing and writing a more complex program that accomplishes a specific goal.	<u>Online Safety</u> To review aspects of online safety and make an online safety themed game. To learn about the safety aspects of blogging.	<u>Spreadsheets</u> Exploring Probability, Use of spreadsheets in 'real life' Creating a computational model and Use a spreadsheet to plan pocket money spending.	<u>Blogging</u> This unit of work uses the Purple Mash tool 2Blog and is designed to help children learn the basic principles of creating and maintaining a blog in a controlled and safe environment.	<u>Text adventure</u> To find out what a text adventure is, to plan a story adventure, to introduce map-based text Adventures and To code a map-based text adventure.	<u>Networking</u> Provide children with the opportunity to find out more about how networks work, understand computer networks including the internet, learn how they can provide multiple services.