

Class 1	Topic	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	Fantastic Tales	This is a cross curricula activity with links to both Literacy and Art. Children will learn a popular tale and then re-tell the story by producing their own animation.	DL	Puppet pals app iPads – camera app
Autumn 2	Little Computers	Activity explaining what is a computer and its peripherals. Children will make their own computer using junk and develop basic computer skills through playing a variety of games.	IT & DL	Computers, laptops or iPads with paint software.
Spring 1	A is for Algorithm	This unplugged activity will demonstrate to children the importance of sequencing by breaking down popular stories into individual elements so children can see the importance of following a sequence. Children will gain an understanding of the term Algorithm.	CS	No software required
Spring 2	Junior Explorers	Children will learn to give sequences of instructions to control Bee-Bots (floor robot). Children will understand that instructions need to be given in a correct order.	DL/CS	Bee-Bots
Summer 1	e-safety	Children will learn about key aspects of safety – what is safety/internet dangers/cyberbullying.	IT & DL	
Summer 2	Art Attack	Children will experiment with different drawing apps and software across a range of devices whilst being introduced to different styles of digital art. This activity will show children how to find images using the web.	DL & IT	Drawing with Carl app/software Splosh Hello colour pencil app 2 paint and 2 paint a picture

*During the Summer term students will study the topic of e-safety. This will also be covered throughout the year during lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
1.1 eSafety Awareness Raising (Video & Class Discussion)	1.4 What is Cyber Bullying?
1.3 Introducing on-line life and what it is? Including gaming e.g. Minecraft	1.5 Stranger Danger

Class 2	Topic Name	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	Mythical Creatures	The children will learn about the history of and different types of animation. They will firstly produce a story about their made up mythical creature and then create their animation out of Clay/Plasticine or Paper using Animate it.	IT	Animate it app Camera
Autumn 2	Young Authors	This topic will take the children on a technological journey and show them how technology has advanced over the years. This project will culminate in the children creating their own eBook.	DL & IT	Book creator iBook Sketch Popplet PowerPoint/Keynote MS Word/Pages
Spring 1	Walking with Dinosaurs	By the end of this project, children will fully understand the term algorithm and will be able to use a simple app on an iPad to reinforce this learning.	CS	Toca Boca hair salon app Daisy the Dinosaur app www.cbeebies/i-can-cook/game/i-can-cook-game www.learncode.org
Spring 2	Crazy Creatures	Throughout this project, children will further develop their understanding of control, directional language and programming, using Bee-Bots/Lego bots and using appropriate control apps.	CS	Bee-Bots Bee-bots iPad app Lego robots
Summer 1	e-safety	Children will learn about key aspects of safety – what is safety/internet dangers/cyberbullying/social networking, gaming and collaboration	IT/DL	
Summer 2	We are Publishers	Children will create an eBook retelling the story of a famous book including illustrations that they will create themselves using Brushes	IT & DL	Book creator Brushes app

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Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
2.1 eSafety Awareness Raising (Video & Class Discussion)	2.5 Friend or Foe
2.2 Communicating On-line and images, Social Networking	

Digital Citizenship & Technology (DL) eSafety

Digital Citizenship & Technology (DL) eSafety

2.3 Gaming and collaboration

2.4 Cyber Bullying & Report Abuse

Class 3	Topic	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	Going for Gold	Children will create a “My body, My fitness” e-book, which will document each week a personalised “Going for Gold” record.	DL & IT	Book creator Brushes Cameras Pic Collage
Autumn 2	We love Games	In this unit children will use gaming apps to develop computational thinking skills and develop a simple program.	CS & IT	Flowol Word Pure flow app or Popplet Hopscotch app
Spring 1	Big Robots	The project will reinforce an understanding of directional language and programming. The final lesson will provide children with the opportunity to write their own algorithm by creating a flowchart.	CS	Hopscotch app Pureflow app Robots
Spring 2	My First Program	Children will create their very first computer game in Scratch.	CS & IT	Scratch
Summer 1	eSafety	Children will study the topic of safety including social networking, gaming and collaboration, cyberbullying, copyright and passwords and security	IT	
Summer 2	Young Coders	In this computing activity children will experiment with a range of computer science activities.	CS & IT	Lightbot app or www. Lightbot.com Book creator

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Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
2.1 eSafety Awareness Raising (Video & Class Discussion)	2.3 Gaming and collaboration	2.5 Friend or Foe
2.2 Communicating On-line and images, Social Networking	2.4 Cyberbullying & Report Abuse	2.6 Copyright, what is it?
2.7 Passwords & Security (Virus, downloads, pop ups and scams)		

Class 4	Topic	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	Making Games	This lesson plan will take you through the necessary steps to create your very first computer game in Scratch.	CS & IT	Scratch
Autumn 2	We built this city	This unit will encourage children to create their own 3D world using Minecraft.	CS & DL	Toca builder app www.minecraftedu.com Chrome builder
Spring 1	Final score	Working in groups, the children will create their own sports news report which they will share and work on together online using iWork or Google Docs.	DL & IT	Microsoft Word Pages Dropbox
Spring 2	Back to the Future	In this project, children will create their own blog detailing what they learn from researching about different technologies, inventors and the different components of a computer.	CS & IT	Thinkglink app Edmodo Internet access MS Word
Summer 1	e-safety	Children will study the topic of safety including social networking, gaming and collaboration, cyberbullying, copyright and passwords and security	IT DL CS	Flipcam or iPad Comic Life Popplet Pages Publisher iMovie or Windows movie maker
Summer 2	Hurray for Hollywood	The children will devise their own characters, plot and storyboard before filming a short movie which they will then edit in iMovie.	DL	

During the Summer term students will study the topic of e-safety. This will also be covered throughout the year during PHSE/Citizenship lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
2.1 eSafety Awareness Raising (Video & Class Discussion)	2.3 Gaming and collaboration	2.5 Friend or Foe
2.2 Communicating On-line and images, Social Networking	2.4 Cyberbullying & Report Abuse	2.6 Copyright, what is it?
2.7 Passwords & Security (Virus, downloads, pop ups and scams)		

Class 5	Topic	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	We are time travellers	In this topic students will learn how to use Styks software to create suitable animations.	IT CS DL	Styks
Autumn 2	We are traders	Children will learn how to design and write programs to achieve specific goals.	CS & IT	Espresso coding Microsoft office Excel Publisher Word
Spring 1	We are journalists	In this topic children will work together to publish a newspaper.	IT & DL	Camera Imacs Microsoft Publisher iPads
Spring 2	Cars	Children will create a 2 player game that includes racing cars around a track.	CS & IT	Scratch
Summer 1	e-safety	Children will study the topic of safety including social networking, gaming and collaboration, cyberbullying, copyright and passwords and security.	IT DL CS	
Summer 2	Robotics	Children will use VEX software to design build and produce a simple program to control the basebots.	CS	VEX software

*During the Summer term students will study the topic of e-safety. This will also be covered throughout the year during PSHE/Citizenship lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
3.1 eSafety Awareness Raising (Video & Class Discussion)	2.3 Gaming and collaboration	2.5 Friend or Foe
2.2 Communicating On-line and images, Social Networking	2.4 Cyberbullying & Report Abuse	2.6 Copyright, what is it?
2.7 Passwords & Security (Virus, downloads, pop ups and scams)		

Class 6	Topic	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	Earth and Space	In this topic children will be exploring the earth and space using technology. The topic is designed so children look at all the different aspects of space.	CS, IT & DL	Hopscotch app Astro App and MSQRD Audioboom app Book Creator or Pic collage
Autumn 2	Pixel	In this unit children will look at computer graphics, create animated sprites and upload them on to a website.	DL CS IT	Piskel
Spring 1	Robotics	This will involve the children creating a clawbot and creating programs designed to instruct the robot to perform simple tasks.	DL & IT	VEX software Modkit
Spring 2	Grand Designs	Over six sessions, children will be exploring drawings/illustrations representing both 2D and 3D worlds.	DL & IT	Google Sketch-up Book creator app iPads Seesaw Brushes Toco Builder
Summer 1	e-safety	Children will study key topics around the subject of e-safety	IT	
Summer 2	Young Authors	During this project, children will develop a story idea in small groups to create a storyboard. The children will then use Book Creator and Brushes to create their own eBook including text, illustrations and audio.	IT & DL	Brushes app Paint Popplet app Book creator app MS Publisher or Comic Life

*During the Summer term students will study the topic of e-safety. This will also be covered throughout the year during PHSE/Citizenship lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
3.1 eSafety Awareness Raising (Video & Class Discussion)	2.3 Gaming and collaboration	2.5 Friend or Foe
3.2 Communicating On-line and images, Social Networking, Sexting, images and grooming (What are you sharing)	2.4 Cyberbullying & Report Abuse	2.6 Copyright, what is it?
2.7 Passwords & Security (Virus, downloads, pop ups and scams)		

Class 7	Topic	Target Skills & Summary	Computing Curriculum	Suggested software
Autumn 1	Earth and Space	In this topic children will be exploring the earth and space using technology. The topic is designed so children look at all the different aspects of space.	CS, IT & DL	Hopscotch app Astro App and MSQRD Audioboom app Book Creator or Pic collage
Autumn 2	Pixel	In this unit children will look at computer graphics, create animated sprites and upload them on to a website.	DL CS IT	Piskel
Spring 1	Robotics	This will involve the children creating a clawbot and creating programs designed to instruct the robot to perform simple tasks.	DL & IT	VEX software Modkit
Spring 2	Grand Designs	Over six sessions, children will be exploring drawings/illustrations representing both 2D and 3D worlds.	DL & IT	Google Sketch-up Book creator app iPads Seesaw Brushes Toco Builder
Summer 1	e-safety	Children will study key topics around the subject of e-safety	IT	
Summer 2	Young Authors	During this project, children will develop a story idea in small groups to create a storyboard. The children will then use Book Creator and Brushes to create their own eBook including text, illustrations and audio.	IT & DL	Brushes app Paint Popplet app Book creator app MS Publisher or Comic Life

*During the Summer term students will study the topic of e-safety. This will also be covered throughout the year during PHSE/Citizenship lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety	Digital Citizenship & Technology (DL) eSafety
3.1 eSafety Awareness Raising (Video & Class Discussion)	2.3 Gaming and collaboration	2.5 Friend or Foe
3.2 Communicating On-line and images, Social Networking, Sexting, images and grooming (What are you sharing)	2.4 Cyberbullying & Report Abuse	2.6 Copyright, what is it?
2.7 Passwords & Security (Virus, downloads, pop ups and scams)		

Year 9	Topic	Programme of study	Skills	Computing Curriculum	Suggested hardware/software
Autumn 1	E-safety	Using technology safely, respectfully and responsibly. Protecting online identity and privacy Recognise inappropriate content, contact, conduct and know how to report it.	Personal awareness of benefits and risks of using technology.	IT & DL	Internet iPads Movie maker
Autumn 2	Modelling	Collecting, analysing, evaluating and presenting data and information. Working with variables and various forms of input and output.	Spreadsheet modelling and analysis.	IT & CS	Microsoft Excel
Spring 1	Creative Project	Combine a variety of software and hardware and devices to achieve given goals. Respect individuals and intellectual property. The world wide web and the opportunities it offers for communication and collaboration including collecting, analysing, evaluating and presenting data. Organise, store, manipulate and retrieve data in a range of digital formats.	Presentation skills Publisher skills Video creation and editing skills Data analysis	IT DL	Microsoft Office suite iPads Movie Maker/iMovie Digital camera
Spring 2	Robotics	In this unit pupils will use VEX software to build, create and program the Clawbot to perform tasks which will include light and sound. They will use problem solving skills to debug programs.	Programming skills Sequencing Problem solving	CS	VEX Software Modkit
Summer 1	Game creation	Design and write programs that accomplish specific goals. Use sequence, selection and repetition in programs. Work with variables and various forms of input and output. Detect and correct errors in algorithms and programs.	Programming – creating sequences to achieve an identified outcome. Evaluation	CS	Scratch Junior Espresso coding
Summer 2	Photostory	Use sequence and selection in programs Organise, store, manipulate and retrieve data. Recognise common uses of information technology beyond school	Storyboards Animation Research	DL IT	Windows Photostory

*During the Autumn term students will study the topic of e-safety. This will also be revisited throughout the year during PHSE/Citizenship lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety Level 3	
3.1 eSafety Awareness Raising (Video & Class Discussion)	3.5 Friend or Foe
3.2 Communicating On-line and images, Social Networking, Sexting, images and grooming (What are you sharing)	3.6 Copyright, what is it?
3.3 Gaming and collaboration	3.7 Passwords & Security (Virus, downloads, pop ups and scams)
3.4 Cyber Bullying & Report Abuse	3.8 In App Purchases & Mobiles (iPads, Phones etc)

Year 10	Topic	Programme of study	Suggested hardware/software
Autumn 1	Spreadsheets	Pathway 1 - BTEC Spreadsheet software Unit E27 Pathway 2 – AQA Unit certification in Spreadsheets – entry level 1/2 or pre entry level	MS Excel
Autumn 2	Spreadsheets	Pathway 1 - BTEC Spreadsheet software Unit E27 Pathway 2 – AQA Unit certification in Spreadsheets – entry level 1/2 or pre entry level	MS Excel
Spring 1 & Spring 2	Desk Top Publishing	Pathway 1 - BTEC Desk Top publishing software Unit 123 Pathway 2 – AQA Unit certification in Producing a poster or leaflet – entry level 1/2 or pre entry level.	MS Publisher
Summer 1 and summer 2	Presentation software	Pathway 1 – BTEC Presentation software unit 125 Pathway 2 – AQA unit certification in creating a presentation – entry level 1/2 or pre entry level.	MS PowerPoint

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Digital Citizenship & Technology (DL) eSafety Level 3	
3.1 eSafety Awareness Raising (Video & Class Discussion)	3.5 Friend or Foe
3.2 Communicating On-line and images, Social Networking, Sexting, images and grooming (What are you sharing)	3.6 Copy Right, what is it?
3.3 Gaming and collaboration	3.7 Passwords & Security (Virus, downloads, pop ups and scams)
3.4 Cyber Bullying & Report Abuse	3.8 In App Purchases & Mobiles (iPads, Phones etc)

Year 11	Topic	Programme of study	Suggested hardware/software
Autumn 1 & 2	Word Processing Software	Pathway 1 - BTEC Word Processing Software unit E29 Pathway 2 – AQA unit certification in Word processing – entry level or pre entry level	MS Word
Spring 1	Consolidation of skills	Pupils will ensure all evidence is complete for all units of work and ready for exam board submission Some pupils will also complete unit BTEC unit 125 to achieve the BTEC Level 1 award.	Various
Spring 2	Personal progress files preparation Completion of Unit 125 Using ICT.	Pupils will create personal statements, CV's and other required documents for their progress files. Some pupils will also complete unit BTEC unit 125 to achieve the BTEC Level 1 award.	MS Office
Summer 1 and Summer 2	Using email	Students will learn how to use email safely and manage email contacts. Students will learn the risks associated with using email and how to manage/avoid these risks.	Internet Outlook

*During the start of each term students will study the topic of e-safety. This will also be covered throughout the year during PHSE/Citizenship lessons and assemblies.

Digital Citizenship & Technology (DL) eSafety Level 3	
3.1 eSafety Awareness Raising (Video & Class Discussion)	3.5 Friend or Foe
3.2 Communicating On-line and images, Social Networking, Sexting, images and grooming (What are you sharing)	3.6 Copy Right, what is it?
3.3 Gaming and collaboration	3.7 Passwords & Security (Virus, downloads, pop ups and scams)
3.4 Cyber Bullying & Report Abuse	3.8 In App Purchases & Mobiles (iPads, Phones etc)