COMPUTING / IT OVERVIEW

Autumn		Spring		Summer	
Key Stage 1 – MERCURY – Yr 1					
Autumn 1 **Fair Trade Chocolate**	**Autumn 2** **Astronauts**	**Spring 1** **A Journey Through Europe – Spanish focus**	**Spring 2** **School Days**	**Summer 1** **Toys**	**Summer 2** **Oceans/Seas Christopher Columbus**
Objectives & Skills: **Staying Safe** Using the internet safely and identifying safe websites to use. – Identify what things count as personal information. Tell an adult if anything worries them online. Children will be writing up a set of rules describing how to stay safe online and establish he importance of being safe. They will also begin to recognise how the internet has dangers. Children will also be introduced to a number of programs and applications they will use this year. – Identify devices that can be used to search the Internet.	**Objectives & Skills:** **Multimedia** Creating simple text based on astronauts and images focusing on skills: Locating letters, space bar, full stops, shift to enter capital letters, backspace to delete on the keyboard. Children to record information from the internet into a word document about space. Use spacebar, backspace, delete, arrow keys, return. Start to use two hands when typing. Link appropriate bubbles. Present the information to a group. Resources: laptops/IPads-LGFL J2Publish, Microsoft Word.	**Objectives & Skills:** **Programming** By beginning to use algorithms, children will initially use Beebots to move hardware around. After confidence and understanding has grown, children will begin to use their programming skills on Scratch Jr. (on iPads) to create characters and settings of their own. – children to navigate a Beebot around a map of Spain. Give commands including straight forwards / backwards / turn one at a time. Explore what happens when a sequence of instructions is given. Resources: Beebots, Scratch Jr, Code.org and iPads.	**Objectives & Skills:** **Digital Media** Children will explore and develop their skills on creating and capturing digital artwork using a number of online drawing facilities. Children to create an online drawing of how school days have changed over the generations. Use ICT to generate ideas for their work. Record sound at and away from a computer. Use software to record sounds. Capture video. Discuss which videos to keep and which to delete. Resources: laptops/I-pads, LGFL J2Paint, Microsoft Paint, Microsoft Word. *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	**Objectives & Skills:** **Communication** Online research for the topic of toys using child-friendly and appropriate search engines. Children to investigate search results and identify how clicking a link directs them to a new webpage. talk about the websites they have been on and begin to recognise an email address Resources: Google and other search engines on internet explorer.	**Objectives & Skills:** **Data** Children will learn how to collect information on school topic for presentation in data. in different continents and then to present this data in a class pictogram. Children then to take it turns to read data from the pictogram that has been produced (Maths objectives). Children to look at pictograms of animals in the sea To know that images give information. Say what a pictogram is showing them. Resources: laptops/I-Pads, LGFL 2Count.
e-Safety focus: Creating rules to keep us safe	*e-Safety focus :* Understanding the impact of other's behaviour	*e-Safety focus: Remembering to take time out from technology*	*e-Safety focus: Understanding what is meant by personal information*	*e-Safety focus: Finding out what it means to be a good digital citizen*	*e-Safety focus: Learning how to stay safe when playing online games*

Key Stage 1 – VENUS– Year 1 & 2

Autumn 1 Fair Trade Chocolate	Autumn 2 Astronauts	Spring 1 A Journey Through Europe – Spanish focus	Spring 2 School Days	Summer 1 KS1 SATS Toys	Summer 2 Oceans/Seas Christopher Columbus
Objectives & Skills: **Staying safe** Using the internet safely and identifying safe websites to use. Identify what things count as personal information. Tell an adult if anything worries them online. Children will be writing up a set of rules describing how to stay safe online and establish he importance of being safe. They will also begin to recognise how Children will explore how to use some of the apps and sites that will be viewed over the coming year. Children will also be shown how to log into and save on these sites. Identify when inappropriate content is accessed and act appropriately. Recognise that a variety of devices can be used to connect a number of people. Consider other people's feelings on the Internet. Resources: laptops/ i-pads	**Objectives & Skills:** **Multimedia** Using both Microsoft Word and LGFL JILT, Locating letters, space bar, full stops, shift to enter capital letters, backspace to delete on the keyboard Children will look into how to insert information from the internet into a word document about space. . Use spacebar, backspace, delete, arrow keys, return. Start to use two hands when typing. Link appropriate bubbles. Present the information to a group. Word process short texts to present. Choose a suitable subject and collect some information. Create a mind-map of this data. Resources: laptops/IPads and LGFL JILT	**Objectives & Skills:** **Objectives & Skills:** **Programming** By beginning to use algorithms, children will initially use Beebots to move hardware around. After confidence and understanding has grown, children will begin to use their programming skills on Scratch Jr. (on iPads) Students will create programs with loops, events, and conditionals. They will translate their initials into binary, investigate different problem-solving techniques, and discuss how to respond to cyberbullying. By the end of the course, students will create interactive games that they can share. Yr 1- children to navigate a Beebot around a map of Spain. Yr 2 children to create a Scratch animation on Spain Give commands including straight forwards / backwards / turn one at a time. Explore what happens when a sequence of instructions is given. Give a set of simple instructions to follow out a task. Give a set of instructions to form simple geometric shapes. Improve/change their sequence of commands. J2code and Code.org	**Objectives & Skills:** **Digital Media** Children will explore and develop their skills on creating digital artwork using a number of online drawing facilities and multimedia features. Children to create an online drawing of how school days have changed over the generations. Use ICT to generate ideas for their work. Record sound at and away from a computer. Use software to record sounds. Capture video. Discuss which videos to keep and which to delete. Use various tools such as brushes, pens, rubber, stamps, shapes. Save, retrieve and print work. Change sounds recorded. Save, retrieve and edit sounds. Arrange clips to create a short film. Add a title and credits. Resources: I-pads, LGFL J2Paint, Microsoft Paint, Microsoft Word. *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	**Objectives & Skills:** **Communication** Yr 1 Children to investigate search results and identify how clicking a link directs them to a new webpage. talk about the websites they have been on and begin to recognise an email address Yr 2-Children to write simple blogs, using multimedia devices, and explore the importance of checking their blogs before posting online. Explore a website by clicking on the arrows, menus and hyperlinks. Contribute to a class email. Open and select to reply to an email as a class. Children to write on their favourite toys Resources: laptops/I-pads and J2blog	**Objectives & Skills:** **Data** Children to collect data on spices and then using this data to design and collect information for a simple questionnaire Create simple graph of either bar charts or pictograms (Maths objectives). Yr 1- Children to look at pictograms of animals in the sea To know that images give information. Say what a pictogram is showing them. Yr 2 to begin to place data into a pictogram Put data into a program. Sort objects and pictures into lists or simple tables. Make a simple Y/N tree diagram to sort information. Create and search a branching database. Resources: laptops/I-pads, LGFL 2count

e-Safety focus: Reviewing and editing our online safety guidelines	*e-Safety focus: Creating a strong message against online bullying*	*e-Safety focus:* Learning how to use search engines safely	*e-Safety focus: Generating strong passwords and keeping them safe*	*e-Safety focus:* Solving online safety problems	*e-Safety focus: Understanding and applying the PEGI rating system for games*
Key Stage 1 – EARTH – Year 2					
Autumn 1 **Fair Trade Chocolate**	**Autumn 2** **Astronauts**	**Spring 1** **A Journey Through Europe – Spanish focus**	**Spring 2** **School Days**	**Summer 1 KS1 SATS** **Toys**	**Summer 2** **Oceans/Seas Christopher Columbus**
Objectives & Skills: **Staying Safe** Children will explore how to use some of the apps and sites that will be viewed over the coming year. Children will also be shown how to log into and save on these sites. Identify when inappropriate content is accessed and act appropriately. Recognise that a variety of devices can be used to connect a number of people. Consider other people's feelings on the Internet. Resources: laptops/ i-pads	**Objectives & Skills:** **Multimedia** Using both Microsoft Word and LGFL JILT, children will create simple storyboards and learn how to insert information from the internet into a word document. Word process short texts to present. Choose a suitable subject and collect some information. Create a mind-map of this data Resources: laptops/IPads and LGFL JILT	**Objectives & Skills:** **Objectives & Skills:** **Programming** Students will create programs with loops, events, and conditionals. They will translate their initials into binary, investigate different problem-solving techniques. By the end of the course, students will create interactive games that they can share. children to create a Scratch animation on Spain Give a set of simple instructions to follow out a task. Give a set of instructions to form simple geometric shapes. Improve/change their sequence of commands. J2code and Code.org	**Objectives & Skills:** **Digital Media** Children will explore and develop their skills on creating digital artwork using a number of online drawing facilities s and multimedia features. - Children to create an online drawing of how school days have changed over the generations. Use various tools such as brushes, pens, rubber, stamps, shapes. Save, retrieve and print work. Change sounds recorded. Save, retrieve and edit sounds. Arrange clips to create a short film. Add a title and credits. Resources: laptops.I-pads, LGFL J2Paint, Microsoft Paint, Microsoft Word. *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	**Objectives & Skills:** **Communication** Children to write simple blogs, on their favourite toys using multimedia devices, and explore the importance of checking their blogs before posting online. Explore a website by clicking on the arrows, menus and hyperlinks. Contribute to a class email. Open and select to reply to an email as a class. Resources: laptops/I-pads and J2blog	**Objectives & Skills:** **Data** Children to collect data on spices and then using this data to design and collect information for a simple questionnaire Create simple graph of either bar charts or pictograms (Maths objectives). Children to begin to place data into a pictogram Put data into a program. Sort objects and pictures into lists or simple tables. Make a simple Y/N tree diagram to sort information. Create and search a branching database. Resources: laptops/I-pads, LGFL 2count
Key Stage 2 – MARS – Year 3					
Autumn 1 **The World's Kitchen**	**Autumn 2** **The Great War**	**Spring 1** **Britain from the air**	**Spring 2** **Anglo-Saxons**	**Summer 1** **Theme: Meet the Flintstones**	**Summer 2** **Extreme Survival**

Objectives & Skills: **Staying Safe**	Objectives & Skills: **Multimedia**	Objectives & Skills **Communication**	Objectives & Skills: **Data**	Objectives & Skills: **Digital Media**	Objectives & Skills: **Coding/Programming**
Children will reflect on their own digital footprint and behaviour online and begin to identify what is appropriate and inappropriate behaviour on the internet, recognising the term cyberbullying; Children will also discuss how to approach an adult if they feel unsafe online	Pupils will focus on finding photos of The Great War then learning how to edit, resize and recolour the photo that they have taken. Children will then use these photos to create a video presentation using digital photographs Movie Maker/ and make a presentation on The Great War Children will carry on looking into the home buttons on the keyboard.	Children to look up to use in their own blogs using a range of different sources Word or J2e. Navigate to view their class blog. Type in a URL to find a website. Add websites to a favourites list. Use a search engine to find a range of media, e.g. images, texts Log into an email account, open, create and send an email. Resources: IPad/laptops, Microsoft Word, LGFL J2E.	Children will design and collect information for a simple questionnaire asking a question about Anglo Saxons such as where they would most like to travel in the country.. They will then use this data to produce a bar-graph (Maths objectives). Choose information to put into a data table. Recognise which information is suitable for their topic. Resources: IPad or laptops. LGFL 2graph, purpleMahs or 2caculate.	Children will learn to draw and use more advanced tools in computing animation. Pupils will also be shown how to edit images they have taken using a number of different tools. These will help children add more colour, change the perception of a photograph and crop items out of photos. Children to create an image based movie on how Britain moved through the Stone Age Acquire, store and combine images from cameras or the internet for a purpose. Use the print screen function to capture an image. Create a new book aimed at a target audience. Combine text, images and sound on each page. Add information about the author and title for publishing.	Pupils develop their understanding of algorithms, nested loops, 'while' loops, conditionals, and events. Beyond coding, students learn about digital citizenship. Children to create a game about survival using Scratch Navigate the Scratch programming environment. Create a background and a sprite for a game. Resources: laptops/i-pads and code.org
Question the 'validity' of what they see on the internet. Use a browser address bar not just search box and shortcuts. think before sending and comment on consequences of sending/posting. Recognise online behaviours that would be unfair. Recognise social networking sites and social networking features built into other things (such as online games and handheld games consoles) Resources: laptops/ i-pads	Get quicker at typing with both hands. Use a variety of font sizes, styles and colours. Create a title slide and choose a style. Change the layout of a slide. Resources: ipads laptops and poweropint			Resources: LGFL JILT, laptops/Ipads or laptops *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	
e-Safety focus: *Reviewing and editing our online safety rules*	e-Safety focus: *Developing an awareness of online bullying*	e-Safety focus: *Assessing the trustworthiness of websites*	e-Safety focus: *Understanding the digital trails we leave behind*	e-Safety focus: *Practising good netiquette*	e-Safety focus: *Who do we really know online?*
**Key Stage 2 – JUPITER – Year 3 & 4**					
Autumn 1 The World's Kitchen	**Autumn 2 The Great War**	**Spring 1 Britain from the air**	**Spring 2 Anglo-Saxons**	**Summer 1 Theme: Meet the Flintstones**	**Summer 2 Extreme Survival**

Objectives & Skills: **Staying Safe**	Objectives & Skills: **Multimedia**	Objectives & Skills: **Communication**	Objectives & Skills: **Data**	Objectives & Skills: **Digital Media**	Objectives & Skills: **Coding/Programming**
Children will reflect on their own digital footprint and behaviour online and begin to identify what is appropriate and inappropriate behaviour on the internet, recognising the term cyberbullying Whilst also agreeing on a set of rules to help keep safe and what makes a good password. Children will also discuss how to approach an adult if they feel unsafe Children will also recap how adverts can dangerous online. Question the 'validity' of what they see on the internet. Use a browser address bar not just search box and shortcuts. think before sending and comment on consequences of sending/posting. Recognise online behaviours that would be unfair. Recognise social networking sites and social networking features built into other things (such as online games and handheld games consoles) Make judgments in order to stay safe, whilst communicating with others online. Identify dangers when presented with scenarios, social networking profiles etc. Articulate examples of good and bad behaviour online.	Children will begin to use Children will then use these photos to create a video presentation using digital photographs Movie Maker/ and make a presentation on The Great War Children to use hyperlinks to move between slides. Children will carry on looking into the home buttons on the keyboard and develop their touch-typing skills. Get quicker at typing with both hands. Use a variety of font sizes, styles and colours. Create a title slide and choose a style. Change the layout of a slide. Using TEXT to align to right, left or centre Using PRESENTATION to use effective transitions Resources: Laptops/i-Pads, Word, Publisher powerpoint	Children will begin to use online research: use search technologies effectively including search tools, e.g. searching maps/images Children will research and then write and review blogs (by other users and explain what they like and don't like. Children to explore what makes a good blog. Navigate to view their class blog. Type in a URL to find a website. Add websites to a favourites list. Use a search engine to find a range of media, e.g. images, texts Log into an email account, open, create and send an email. Comment on their class blog. Type in a URL to find a website. Add websites to a favourites list Think of search terms to use linked with questions they wish to answer. Talk about the reliability of information on the Internet, e.g. the difference between fact and opinion. Download and save files from an email. Email more than one person and reply to all. Resources: laptops/i-pads/laptops, LGFL blogs, search engines	Children to record and upload data into a Spread sheet. Then using this data present it in a number of different ways. Including a bar chart and a line graph (maths objectives) The research will be related to The Anglo Saxons Finally, children to use their produced data to search for information and gather information quickly. Choose information to put into a data table. Recognise which information is suitable for their topic. Design a questionnaire to collect information. Sort and organize information to use in other ways. Create and search a branching database. create a database from information I have selected Resources: laptops/iPad/laptops, excel, 2graph	Digital artwork portfolio and interactive webpages for blog (J2e5 on LGFL) Video: re-edit video footage to create own presentation - iMovie, Movie Maker Music/Sound: Radio Programme project (listen, evaluate, plan and write a script. Rehearse/record voice. Create/add backing track and sound effects.) Children to create a video with images and sound on how Britain moved through the Stone Age Acquire, store and combine images from cameras or the internet for a purpose. Use the print screen function to capture an image. Create a new book aimed at a target audience. Combine text, images and sound on each page. Add information about the author and title for publishing. Using GRAPHICS to edit pictures Using 2CREATE to create a series of pictures to form an animation Using VIDEO to add credits and slide transitions Resources: laptops/iPad J2d, iMovie and Gragaband apps *** Our partnership with Three Discovery will also	Students develop their understanding of algorithms, using resoruces from Code.org. Navigate the Scratch programming environment. Create a background and a sprite for a game. Add inputs to control their sprite. Use conditional statements within the program to control the sprite (if...then..) Resources: IPad/laptops, Code.org

				lead sessions in this using their onside classrooms and resources.	
e-Safety focus: Reviewing and editing our online safety rules.	*e-Safety focus: Dealing positively with peer pressure*	*e-Safety focus: Dealing positively with peer pressure*	*e-Safety focus: Understanding risk and prevention of information loss*	*e-Safety focus: Understanding and respecting digital rights and responsibilities*	*e-Safety focus: Virtual friendship vs real friendship; who we can trust*

Key Stage 2 –SATURN – Year 4 & 5

Autumn 1 Fair Trade- Africa	Autumn 2 Battle of Britain (WW2)	Spring 1 Travels to Spain	Spring 2 Local History- HLF	Summer 1 Yes Minister	Summer 2 Disaster
Objectives & Skills: **Staying Safe** Children will discuss how cyber footprints can lead to cyber bullying and how to approach an adult if they begin to feel unsafe and other sources they can go to if they feel like they need help. Children will begin to determine what makes a good password and protecting themselves online whilst recapping how adverts can be dangerous online. Make judgments in order to stay safe, whilst communicating with others online. Identify dangers when presented with scenarios, social networking profiles etc. Articulate examples of good and bad behaviour online. Resources: laptops/ipads, Discuss scenarios involving online risk. Judge what sort of privacy settings might be relevant to reducing different risks. Judge when and when not to answer a question online. Be a good online citizen and friend. Articulate what constitutes good behaviour online	**Objectives & Skills:** **Digital media** Children to work on visual and sound affects walls and barricades in the following areas: Children to make a news report on the Battle of Britain with special effects. Video & Sound: Film project (related to topic) in groups (plan a video, use different filming techniques and sound effects, present and evaluate work to audience) - iMovie, Movie Maker, Audio Network, GarageBand Music/Sound: Radio Program (related to topic) project (listen, evaluate, plan and write a script. Rehearse and record voice. Create and add backing track and sound effects.) Audacity, Audio Network. Using GRAPHICS to edit pictures Using 2CREATE to create a series of pictures to form an animation Using VIDEO to add credits and slide transitions Using SOUND to collect audio	**Objectives & Skills:** **Programming/coding** Students create programs with different kinds of loops, events, functions, and conditionals. Using code.org They will also investigate different problem-solving techniques and discuss societal impacts of computing and the internet. Children to attempt to create a travelling vision using code.org Add inputs to control their sprite. Use conditional statements within the program to control the sprite (if...then..) Use external triggers and infinite loops to control sprites. Create and edit variables. Use conditional statements. Design their own game including sprites, backgrounds, scoring and/or timers. Resources: ipads/laptops and code.org	**Objectives & Skills:** **Data** Children to create spreadsheet on the health of Islington over the years. Then using this spreadsheet, to formulate graphs. Children to ask a question about the health of Islington with Year 4 children recording the data into a database and year 5 children creating a chart showing the data of healthy Islington. Design a questionnaire to collect information. Sort and organize information to use in other ways. Create and search a branching database. create a database from information I have selected Create data collection forms and enter data accurately from these. Know how to check for and spot inaccurate data. Know which formulas to use when I want to change my spreadsheet model. Resources: ipads/laptops and Excel and J2Data.	**Objectives & Skills:** **Communication** Children to read reviews and research on politics. Children to begin designing a blog that is linked to their topic. Children to design edit and review their work for a blog. Children to write a blog as though they are an invader themselves. Children to write as a manifesto having completed their research. With Year 5's beginning to identify true and misleading information. Comment on their class blog. Type in a URL to find a website. Add websites to a favourites list Think of search terms to use linked with questions they wish to answer. Talk about the reliability of information on the Internet, e.g. the difference between fact and opinion. Download and save files from an email. Email more than one person and reply to all. Use advance search functions in Google (quotations). Understand websites such as Wikipedia are made by users	**Objectives & Skills:** **Multimedia** Children will learn to upload their work into a presentation (on Disasters) and then learn how to review and edit their work after initially entering their information. This presentation will be on Disasters . Using TEXT to align to right, left or centre Using PRESENTATION to use effective transitions USING MOVIE to storyboard and capture for a film Using PRESENTATOIN to create a multi slide presentation Resources: ipads/laptops, LGFL, 2Create, Powerpoint, Word, Publisher

	from a variety of different sources Using ANIMATION to plan a multi-scene animation including characters and scenes Using GRAPHICS to plan a multi-scene animation with special effects Resources: Ipads/ laptops and Garage bands, LGFL Audiocity, *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.			(link to E-Safety). Understand files may be saved off their device in 'clouds'. Register for a blog, select a URL and navigate to their blog once it is created. Alter the theme and appearance of their blog, adding background images etc. Create a new post, save it as a draft and publish it. Resources: Ipads/laptops, Word, PowerPoint. LGFL J2Create, J2E blog. *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	
e-Safety focus: Reviewing and editing our online safety rules	*e-Safety focus: Understanding the impact of online behaviour*	*e-Safety focus:* Understanding advertising and endorsements online	*e-Safety focus: Developing strategies to protect our future selves*	*e-Safety focus: Understanding and applying copyright laws*	*e-Safety focus: Understanding how games developers make money*

Key Stage 2 – NEPTUNE – Year 5 & 6

Autumn 1 Fair Trade- Africa	Autumn 2 Battle of Britain (WW2)	Spring 1 Travels to…	Spring 2 Local History- HLF	Summer 1 KS2 SATS Yes Minister	Summer 2 Disaster
Objectives & Skills: **Staying Safe** Children will discuss how cyber footprints can lead to cyber bullying and how to approach an adult if they begin to feel unsafe and other sources they can go to if they feel like they need help. Children will begin to determine what makes a good password and protecting themselves online whilst recapping how adverts can be dangerous online. Children will also use roleplay to show how things	**Objectives & Skills:** **Digital media** Children to work on visual and sound effects walls and barricades in the following areas: Children to make a mini film portraying life in Britain during The Battle of Britain with sound and visual effects. Video & Sound: Film project in groups (plan a video, use different filming techniques and sound effects, present and evaluate work to	**Objectives & Skills:** **Programming/coding** Students create programs with different kinds of loops, events, functions, and conditionals. They will also investigate different problem-solving techniques and discuss societal impacts of computing and the internet. In the second part of this course students design and create a capstone project they can share. Children to attempt to create a volcano erupting on the coding games.	**Objectives & Skills:** **Data** Children to create spreadsheet on election results. Then using this spreadsheet, to formulate graphs. Year 5 and 6 children to present their data on how healthy Islington was into a graph Create data collection forms and enter data accurately from these. Know how to check for and spot inaccurate data. Know which formulas to use when I want to change my	**Objectives & Skills:** **Communication** Children to read and research a current political theme using the internet Children to begin designing a blog that is linked to their topic. Children to design edit and review their work for a blog. Children to write a blog as a manifesto with the research they have completed. Year 6 children to only use true information Understand websites such as	**Objectives & Skills:** **Multimedia** Children will learn to upload their work into a presentation (related to Dsiasters) and then learn how to review and edit their work after initially entering their information. Children will begin to review and reflect on each other's presentations Finally, children will begin to grow in confidence in using both hands to type on a keyboard.

could be worrying them and discuss how to solve these issues with heavy theme around social media. Children will also review if all information they find on the internet is reliable and relate this back to their digital footprints Discuss scenarios involving online risk. Judge what sort of privacy settings might be relevant to reducing different risks. Judge when and when not to answer a question online. Be a good online citizen and friend. Articulate what constitutes good behaviour online Use different sources to double check information found online. Find 'report' and 'flag' buttons in commonly used sites and name sources of help (Childline, cyber mentors etc) Click-CEOP button and explain to parents what it is for. Discuss scenarios involving online risk. State the source of information found on the Internet. Act as a role model for younger pupils ==Resources: laptops/ipads, websites and apps for the year==	audience) - iMovie, Movie Maker, Audio Network, GarageBand Music/Sound: Radio Program (related to topic) project (listen, evaluate, plan and write a script. Rehearse and record voice. Create and add backing track and sound effects.) Audacity, Audio Network. Using SOUND to collect audio from a variety of different sources Using ANIMATION to plan a multi-scene animation including characters and scenes Using GRAPHICS to plan a multi-scene animation with special effects Using SOUND to create multi-track recording with effects. Using ANIMATION to use a movie editing package and edit frames ==Resources: Ipads/ laptops and Garage bands, LGFL Audiocity,== ==*** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.==	Use external triggers and infinite loops to control sprites. Create and edit variables. Use conditional statements. Design their own game including sprites, backgrounds, scoring and/or timers. Use conditional statements, loops, variables and broadcast messages in the game. The game finishes when a player wins or loses and they must know they have won or lost. Evaluate the effectiveness of the game and debug as required ==Resources: ipads/laptops and code.org==	spreadsheet model. Make graphs from the calculations on my spreadsheet. Sort and filter information. Understand that changing the numerical data effects a calculation ==Resources: ipads/laptops and Excel and J2Data.==	Wikipedia are made by users (link to E-Safety). Understand files may be saved off their device in 'clouds'. Register for a blog, select a URL and navigate to their blog once it is created. Alter the theme and appearance of their blog, adding background images etc. Create a new post, save it as a draft and publish it. Use strategies to check the reliability of information (cross check with another source such as books). Use their knowledge of domain names to aid their judgment of the validity of websites. Upload/download a file to the cloud on different devices. Understand about syncing files using cloud computing folders. Reorganise posts and remove posts they no longer want. Like/follow other blogs and build up their blog content over the year. ==Resources: Ipads/laptops, Word, PowerPoint. LGFL J2Create, J2E blog.==	USING MOVIE to storyboard and capture for a film Using PRESENTATOIN to create a multi slide presentation Using MOVIE to plan for special effects and export videos Using Presentation to include sounds and present to the class using notes ==Resources: ipads/laptops, LGFL, 2Create, Powerpoint, Word, Publisher==
e-Safety focus: Reviewing and editing our online safety rules	e-Safety focus: Understanding the impact of online behaviour	e-Safety focus: Understanding advertising and endorsements online	e-Safety focus: Developing strategies to protect our future selves	e-Safety focus: Understanding and applying copyright laws	e-Safety focus: Understanding how games developers make money
KS2 Pluto (Year 6)					
Autumn 1 **Fair Trade- Africa**	**Autumn 2** **Battle of Britain (WW2)**	**Spring 1** **Travels to…**	**Spring 2** **Suffragettes**	**Summer 1** **Yes Minister**	**Summer 2** **Disaster**
Objectives & Skills:	**Objectives & Skills:**	**Objectives & Skills:**	**Objectives & Skills:**	**Objectives & Skills:**	**Objectives & Skills:**

Staying Safe	Digital Media	Data	Programming/coding-	Communication	Multimedia
Children will use roleplay to show how things could be worrying them and discuss how to solve these issues with heavy theme around social media. Children will also begin to discuss if all sources online are reliable and relate this back to their digital footprints *Use different sources to double check information found online. Find 'report' and 'flag' buttons in commonly used sites and name sources of help (Childline, cyber mentors etc) Click-CEOP button and explain to parents what it is for. Discuss scenarios involving online risk. State the source of information found on the Internet. Act as a role model for younger pupils*	Children to work on visual and sound effects walls and barricades in the following areas: Children to make a mini film portraying life in Britain during The Battle of Britain with sound and visual effects Video & Sound: Film project (related to topic) in groups (plan a video, use different filming techniques and sound effects, present and evaluate work to audience) - iMovie, Movie Maker, Audio Network, GarageBand Music/Sound: Radio Program (related to topic) project (listen, evaluate, plan and write a script. Rehearse and record voice. Create and add backing track and sound effects.) Audacity, Audio Network. *Using SOUND to create multi-track recording with effects. Using ANIMATION to use a movie editing package and edit frames* Resources: Ipads/ laptops and Garage bands, LGFL Audiocity, *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	Children to review how to use Excel and Spreadsheets to input data relating to election results. Children to use graphs that they have created, to make conclusions about the election results. This is to be related to their Maths topic *Make graphs from the calculations on my spreadsheet. Sort and filter information. Understand that changing the numerical data effects a calculation* Resources: ipads/laptops and Excel and J2Data.	Students create programs with different kinds of loops, events, functions, and conditionals. They will also investigate different problem-solving techniques and discuss societal impacts of computing and the internet. In the second part of this course students design and create a capstone project they can share. Children to attempt to create a volcano erupting on the coding games. Relate this to direction and translation from Maths topic *Use conditional statements, loops, variables and broadcast messages in the game. The game finishes when a player wins or loses and they must know they have won or lost. Evaluate the effectiveness of the game and debug as required* Resources: ipads/laptops and code.org *	Children to read and reviews blogs from other schools and identify what they like about the blogs. Children to design edit and review their work for a blog. Children to write a blog as a politician themselves (manifesto) *Use strategies to check the reliability of information (cross check with another source such as books). Use their knowledge of domain names to aid their judgment of the validity of websites. Upload/download a file to the cloud on different devices. Understand about syncing files using cloud computing folders. Reorganise posts and remove posts they no longer want. Like/follow other blogs and build up their blog content over the year.* Resources: Ipads/laptops, Word, PowerPoint. LGFL J2Create, J2E blog. *** Our partnership with Three Discovery will also lead sessions in this using their onside classrooms and resources.	Children will learn to upload their work into a presentation (related to Disasters) and then learn how to review and edit their work after initially entering their information. Children will begin to review and reflect on each other's presentations Finally, children will begin to grow in confidence in using both hands to type on a keyboard. *create style and texture and change the viewpoint* *Using MOVIE to plan for special effects and export videos Using Presentation to include sounds and present to the class using notes* Resources: ipads/laptops, LGFL, 2Create, Powerpoint, Word, Publisher
e-Safety focus: Reviewing and editing our online safety rules	*e-Safety focus: Inappropriate use of technology and the internet – nude selfies*	*e-Safety focus: Understanding that internet safety skills must always be*	*e-Safety focus: Respecting the personal information and privacy of others*	*e-Safety focus: Using our skills to resolve unfamiliar situations*	*e-Safety focus: Creating and delivering advice on safe online gaming*

		switched on			
Parents sessions, teacher training or clubs to be held					
Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
• Keeping your children safe online – talk by Islington borough • After school club KS2 Natwest coding club at RocketSpace	• After school club KS2 Natwest coding club at RocketSpace	• World Safer internet day • eSafety assemblies for both Key Stages • Keeping your children safe online for parents • KS2 Natwest coding club at RocketSpace	• Islington Borough ICT exhibition for KS2 children at the Emirates • After school club KS2 Natwest coding club at RocketSpace	• After school club KS2 Natwest coding club at RocketSpace	• eSafety questionnaire for children and parents sent out and analysed • After school club KS2 Natwest coding club at RocketSpace