## **Computing Curriculum: Long Term Progression Plan Year B**



Threshold concepts:

**Code**: developing an understanding of instructions, logic and sequences. **Connect**: developing an understanding of how to safely connect with others. **Communicate**: using apps to communicate one's ideas.

**Collect**: developing an understanding of databases and their uses.

Stage	NC	Term1	Term2	Term 3	Term 4	Term 5	Term 6
Rec	CS	Unit: Computers around us. Common devices Computers outside school (Collections of electronic devices on table in classroom). Extension a visit to the school office to view other uses of computers		Unit: Algorithms Sequencing events e.g. journey to school Remote control devices I/O plan a route and order instructions example how to get dressed in the morning.		Unit: Algorithms – Building Blocks Lego or similar construction type materials building Following instructions to build example - car or house. Make mistakes and debug Following number sequences	Unit: Bee Bots Programmable toys: BlueBot I/O Mats e.g. shapes, roads Apps: BlueBot  Hardware: IPads Software: App Blue Bot  Unit: Code Safari Help your animal reach its destination using directional arrows to solve the problem  Hardware: IPads Software: App Code Safar1
	DL		Unit: Mouse and Typing Skills		Unit: Paint (Postman Pat) or 2 Paint		Unit: Publish Linked to topic work. Text and picture based

1 2.11.		
Children explore the	Children to create a	
jigsaws and quizzes.	picture of their choice	Hardware: Laptops
These can be topic	either using brushes,	Software: 2 Publish
linked. Children will	stamps could be linked	
familiarise themselves	to topic	
with mouse and	·	
keyboard through	Hardware: Laptops	
exploration.	Website	
	http://www.bbc.co.uk/c	
Hardware: Laptops	beebies/makes/postm	
Website	an-pat-make-a-picture	
http://www.bbc.co.uk/cb		
eebies/puzzles/age-and-		
needs/pre-school#filter		
http://primarygamesaren		
a.com/Topics/Mouse-		
Control		
or		
Software: 2 Type		
<u> </u>		

Sticklebacks	CS	Unit: Efficient Algorithms Find the fish efficient algorithms to reach fish. Arrow tiles on paper, PE: Obstacles in hall best route  Unit: Kodable Kodable  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions  create and debug simple programs	Unit: BlueBot Program the BlueBot to reach specific goals using directional keys on the bot then extend this using the iPad to program  Hardware: IPads Software: App: BlueBot  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions  create and debug simple programs  use logical reasoning to predict the behaviour of simple programs	Unit: Scratch Jr- Using Scratch Jr explore 7 activities where children explore Scratch Jr to find the answers on how to recreate demonstration.  https://www.coderkids.c om/blog/scratchjr- projects-for-kids  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions  create and debug simple programs  use logical reasoning to predict the behaviour of simple programs
--------------	----	--	---	--

DL Unit; Logging on VJ	Unit: Paint a Picture	Unit: Navigate
Unit: 2 Publish 2	Create a picture.	Websites VJ
Create a Story Create a document	Linked to topic work. Autumn / Fireworks	
adding pictures and	Autumn/Fireworks	use technology
text. Linked to topic		purposefully to create,
work	Hardware: Laptops	organise, store,
	Software: iPads	manipulate and
		retrieve digital content
Hardware: Laptops		Tetrieve digital content
Software: 2 publish / 2	use technology	
Create a story	purposefully to create,	recognise common
	organise, store,	uses of information
use technology	manipulate and	technology beyond
purposefully to create,	·	school
organise, store,	retrieve digital content	
manipulate and		use technology safely
retrieve digital content		
Ĭ I		and respectfully,
		keeping personal
		information private;
		identify where to go for
		help and support when
		they have concerns
		about content or
		contact on the internet
		or other online
		technologies

	CS	Unit: Kodable Self-directed software where children work their way through challenges using direction tiles  Hardware: Laptops Website: https://www.kodable.co	Unit: Box Island Use directional arrow keys to collect the stars. Logical algorithmic problem solving  Hardware: IPads, Chromebooks Software: App: Box	http://code-it.co.uk/wp-content/uploads/2019/06/KS1SpaceGameUSEMODIFYCREATE.pdf understand what algorithms are, how they
Seahorses		understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions	understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions	are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions  create and debug simple programs
		create and debug simple programs  use logical reasoning to predict the behaviour of simple programs	create and debug simple programs  use logical reasoning to predict the behaviour of simple programs	use logical reasoning to predict the behaviour of simple programs

				,		
DL	Unit: Art		t: Animate		Unit: Book Creator	
	Learn basic features		ate a story with		Children create a book	
	Text, Insert picture,		wn pictures and		based on topic work.	
	shape, text box link		sound effects /		Import photos, camera	
	this to art -Twinkl Unit	reco	ordings		text, sound and	
	Handwan Lanton	Han	ala de		shapes. Recap on	
	Hardware: Laptops Software: Website		dware: IPads		IPad skills	
	Software. Website	5011	tware:		Hardware: IPads	
					Software: Book	
	Hardware: Laptops		technology		Creator	
	Software: MS Paint	purp	posefully to create,		C. Gato.	
	/MS PPT	orga	anise, store,		use technology	
			nipulate and		purposefully to create,	
	use technology	retri	ieve digital content		organise, store,	
	purposefully to create, organise, store,	Sele	ect, use and		manipulate and	
			nbine a variety of		retrieve digital content	
	manipulate and	soft	ware (including			
	retrieve digital content		rnet services) on a ge of digital devices		recognise common	
			lesign and create a		uses of information	
			ge of programs,		technology beyond	
			tems and content		school	
		that	accomplish given			
			lls, including ecting, analysing,		use technology safely	
			luating and		and respectfully,	
			senting data and		keeping personal	
		info	rmation		information private;	
					identify where to go for	
					help and support when	
					they have concerns	
					about content or	
					contact on the internet	
					or other online	
					technologies	

Set up teacher account My email and D  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use sequence, selection, and repetition in programs, work with variables and vorgrams  use logical reasoning to explain how some simple algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various selection, and repetition in programs.  were sequence, selection, and repetition in programs into smaller parts  selection, and repetition output  selection, and repetition in programs, work with variables and various selection, and repetition in programs work and to detect and correct errors in algorithms and programs  selection, and repetition in programs, work with variables and various selection, and repetition in programs, work with variables and various selection, and repetition in programs, work with variables and various forms of input and output  set the debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  selection, and repetition in programs, work with variables and various forms of input and output septition in programs, work with variables and various forms of input and output explain how some		CS	Unit: Code Academy	Unit: Scratch 'Frere	Unit: Cargo-bot Block
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Software: Sortware: Scratch online or program  Lise Qualting or simulating physical systems; solve problems by decomposing them into smaller parts  Software: Scratch online or program  Lise Unit Plan on TIO portal  Use Unit Plan on TIO portal  User Name-Fritwells  Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Software: Scratch online or program  Luse Unit Plan on TIO portal  User Name-Fritwells  Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into simple algorithms work and to detect and correct errors in algorithms work and to detect and programs  We work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output explain how some explain how some to input and output explain how some explain how s				Jacques	world
account My email and D  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition algorithms work and to detect and programs  use sequence, saleption output  selection, and repetition in programs, work with variables and various forms of input and orthout output  selection, and repetition output  selection, and repetition in programs, work with variables and various forms of input and orthout orthout and programs  selection, and repetition output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some			Set up teacher	Coding music with	Starts of with tutorials,
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use Unit Plan on TIO portal apprograms that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwells  User Name-Fritwells  Password – 5Fritwell  User Name-Fritwells  Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwells  Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output explain how some			account		then simple tasks and
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts    Software: Laptops Software: Scratch online or program controlling or simulating physical systems; solve problems by decomposing them into smaller parts    Software: Scratch online or program controlling or simulating physical systems; solve problems by decomposing them into smaller parts    Software: Sortatch online or program controlling or simulating physical systems; solve programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts    Software: Laptops Software: Sortatch online or program (controlling or simulating physical systems; solve programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts    Software: Laptops Software: Sortatch online or program (controlling https://www.programs.ming/location.programs.gook.programs.goo			My email and D		
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use Unit Plan on TIO portal  Account Details  User Name-Fritwell5 Password - SFritwell  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some				'	
programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Software; Scratch online or program  Use Unit Plan on TIO portal app-oragoob-to-teach-programming/  Account Details  User Name-Fritwell5 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into simple algorithms work and to detect and correct errors in algorithms and programs  Programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Software; Scratch online or program  Use Unit Plan on TIO portal appearation to tutorial how-to-use-the-appearation-to-use-th			design, write and debug	Hardware: Laptops	
accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  See Differ the program of the program of the program of the program of the programs of the program of the programs of the program of the programs of the program of the pro			programs that		How to teach Guide
goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use Unit Plan on TIO portal  Account Details User Name-Fritwell5 Password – 5Fritwell  User Name-Fritwell5 Password – 5Fritwell  User Name-Fritwell6 Password – 5Fritwell  User Name-Fritwell6 Password – 5Fritwell  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Sequence, selection, and repetition in programs, work with variables and various forms of input and output  Use Unit Plan on TIO  4.CCOUNT DetailS  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwell6 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  User Name-Fritwell6 Password – 5Fritwell			accomplish specific		https://edtech4beginners
physical systems; solve problems by decomposing them into smaller parts  Use sequence, selection, and repetition in programs, work with variables and various forms of input and output  Use logical reasoning to explain how some simple algorithms and programs  app-cargobot-to-teach-programming/  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output  Description in programs, work with variables and various forms of input and output in the program			goals, including		.com/2016/03/19/edtech
problems by decomposing them into smaller parts    Description   Details   Description   Description			controlling or simulating	Use Unit Plan on TIO	-tutorial-how-to-use-the-
problems by decomposing them into smaller parts    Section   Account Details   User Name-Fritwell5   Password – 5Fritwell			physical systems; solve	portal	app-cargobot-to-teach-
Smaller parts  User Name-Fritwell5 Password – 5Fritwell  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  User Name-Fritwell5 Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some				·	programming/
Use sequence, selection, and repetition in programs, work with variables and various forms of input and output  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Password – 5Fritwell  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use logical reasoning to explain how some selection, and repetition in programs, work with variables and various forms of input and output  Use sequence, selection, and repetition in programs, work with variables and various forms of input and output  Use logical reasoning to use logical reasoning to explain how some explain how some			decomposing them into	Account Details	
use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output output and output output of explain how some			smaller parts		design, write and debug
selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some				Password – 5Fritwell	programs that
selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs, work with variables and various forms of input and output  selection, and repetition in programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some					accomplish specific
in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  in programs, work with variables and various forms of input and output  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  in programs, work with variables and various forms of input and output  controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some				design, write and	goals, including
variables and various forms of input and output  variables and various forms of input and output  goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some					controlling or simulating
forms of input and output  goals, including controlling or simulating physical systems; solve use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some				accomplish specific	physical systems; solve
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output	တွ				
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output	lay l				decomposing them into
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output	lgu		odiput		smaller parts
explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output	Sti				
explain how some simple algorithms work and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some			use logical reasoning to		
in programs, work with variables and various forms of input and output  in programs, work with variables and various forms of input and output  in programs, work with variables and various forms of input and output  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some					
and to detect and correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use sequence, selection, and output  use logical reasoning to explain how some			simple algorithms work	into smaller parts	
correct errors in algorithms and programs  use sequence, selection, and repetition in programs, work with variables and various forms of input and output  use logical reasoning to explain how some			and to detect and		
selection, and repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some			correct errors in	LICO COGLIONOO	
repetition in programs, work with variables and various forms of input and output use logical reasoning to explain how some			algorithms and		
work with variables and various forms of input and output use logical reasoning to explain how some			programs		output
and various forms of use logical reasoning to explain how some				work with variables	
input and output explain how some					use logical reasoning to
Imput and output					
simple algorithms work				input and output	simple algorithms work
and to detect and					
use logical reasoning correct errors in				use logical reasoning	
to explain how some algorithms and					
simple algorithms work programs					<u> </u>
and to detect and					"
correct errors in				correct errors in	
algorithms and				algorithms and	
programs				programs	

DL	Unit: Emails	Unit: Picture	Unit: Green Screen	
	Learn how to send /	Children learn how to	Movie	
	receive an email. Add	take pictures / screen	Topic linked:	
	attachments ad	shots using camera.	Film, including still	
	compose an email to	Then import into Photo	photos, sounds	
		and modify picture,	l <u>.</u> .	
	Unit: Draw	crop, add filters etc.	Hardware: IPads	
	Children create a	Use other photo apps	Software:	
	pictures based on	Handrian IDada	App Do Ink Green	
	Everyone can draw -	<u>Hardware:</u> IPads - Camera	Screen	
	https://tayasui.com/ske tches/tutorials/	Software: Photo /	App: iMotion	
	tches/tutorials/	Adobe Photoshop Fix /	use search	
	Hardware: IPads	Repix	technologies	
	Software: APP	Керіх	effectively, appreciate	
	Tayasui Sketches	Extension-	how results are	
	School	Import a picture into	selected and ranked,	
	361.661	Skitch and annotate	and be discerning in	
	Use technology		evaluating digital	
	safely, respectfully,	use search	content	
	and responsibly;	technologies	Content	
	recognise	effectively, appreciate		
	acceptable/unaccepta	how results are		
	ble behaviour; identify	selected and ranked,		
	a range of ways to	and be discerning in		
	report concerns about	evaluating digital		
	content and contact	content		
	comon and comac	Use technology		
		safely, respectfully, and responsibly;		
		recognise		
		acceptable/unaccepta		
		ble behaviour; identify		
		a range of ways to		
		report concerns about		
		content and contact		

	CS	Unit: Scratch 'Frere	Unit: Code combat	Unit: Kodu
	CS		Self-directed software	
		Jacques Coding music with loops	where children work	Recap on basic moving to advanced Kodu
		Coding music with loops in Scratch 'Frere		
			their way through	programming. Create a
		Jacques'	challenges using either	Skyscraper Game
			Python or Java script	l., , , ,
		Hardware: Laptops	Hardware: Laptops	Hardware: Laptops
		Software: Scratch online	Software: Web based	Software: Kodu
		or program	<del>-</del>	
			https://codecombat.co	design, write and debug
		Use Unit Plan on TIO	<u>m/</u>	programs that
		portal		accomplish specific
			Online link - for Year 6	goals, including
		Account Details		controlling or simulating
		User Name-Fritwell5	TIO to create account	physical systems; solve
		Password – 5Fritwell		problems by
			design, write and	decomposing them into
		design, write and debug	debug programs that	smaller parts
		programs that	accomplish specific	·
		accomplish specific	goals, including	
		goals, including	controlling or	use sequence,
S		controlling or simulating	simulating physical	selection, and repetition
Sharks		physical systems; solve	systems; solve	in programs, work with
l Ši		problems by		variables and various
0)		decomposing them into	problems by	forms of input and
		smaller parts	decomposing them	output
		omanor parto	into smaller parts	
				use logical reasoning to
		use sequence,	use sequence,	explain how some
		selection, and repetition	selection, and	simple algorithms work
		in programs, work with	repetition in programs,	and to detect and
		variables and various	work with variables	
		forms of input and	and various forms of	correct errors in
		output	input and output	algorithms and
		·	input and output	programs
		una lagical recognics to		
		use logical reasoning to	use logical reasoning	
		explain how some	to explain how some	
		simple algorithms work	simple algorithms work	
		and to detect and	and to detect and	
		correct errors in	correct errors in	
		algorithms and	algorithms and	
		programs	programs	
			. •	

DL	Unit: Garage Band	Unit: AR	Unit: Introduction	
	Everyone can create	Hardware: IPads	into Excel and Web	
	music Work your way		Research	
	through booklet	Using the solar	Learn how to create a	
	l <u>.</u> .	System as a stimulus	table with formulae +, -	
	Hardware: iPads	to create. See PPT	, x and divide. Use this	
	Software: Garage	- ·	and calculate total cost	
	Band	Software:	of ingredients in recipe	
	ala alam musika a sal	App: ARMAKR	divide per person.	
	design, write and		Compare ingredients	
	debug programs that	use search	in 3 supermarkets	
	accomplish specific goals, including	technologies	children to display their	
	controlling or	effectively, appreciate how results are	findings in a format TWINKL	
	simulating physical	selected and ranked,	Hardware: Laptops	
	systems; solve	and be discerning in	Software: MS Excel	
	problems by	evaluating digital	Software: NO Excer	
	decomposing them	content	use search	
	into smaller parts	Content	technologies	
	mile emailer parte		effectively, appreciate	
		select, use and	how results are	
		combine a variety of	selected and ranked,	
		software (including	and be discerning in	
		internet services) on a	evaluating digital	
		range of digital devices	content	
		to design and create a		
		range of programs,		
		systems and content	understand computer	
		that accomplish given	networks, including the internet; how they can	
		goals, including collecting, analysing,	provide multiple	
		evaluating and	services, such as the	
		presenting data and	World Wide Web, and	
		information	the opportunities they	
		inomation	offer for	
			communication and	
			collaboration	
			SUMMORALION	
			use search	
			technologies	

		effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	
		Use technology safely, respectfully, and responsibly; recognise acceptable/unaccepta ble behaviour; identify a range of ways to report concerns about content and contact	