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| Term | Learning based activities | Notes |
| 1 | Digital Literacy | [www.digital-literacy.org.uk](http://www.digital-literacy.org.uk) – SWGfL  Provides planning for 5 sessions on Digital Literacy. Go to Curriculum Overview and then download the documents for your year group, this will lead to planning from Common Sense Media and further resources. |
| 2 | Algorithms for everyday activity (Sandwich Bot) and play-based learning | Make a set of clear instructions  Example:  https://www.youtube.com/watch?v=leBEFaVHllE |
| 3 | Safer Internet Day  Beebots | Creating and editing Beebot journeys |
| 4 | Sketch Nation | Login – fritwell  password – school  Children create a simple programme (game) and then debug (change to improve) |
| 5 | Problem Finders | Pose you children an open ended question that Google can’t answer. |
| 6 |

ICT curriculum 2014/2015

Year 1

Year 2

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| Term | Learning based activities | Notes |
| 1 | Digital Literacy | [www.digital-literacy.org.uk](http://www.digital-literacy.org.uk) – SWGfL  Provides planning for 5 sessions on Digital Literacy. Go to Curriculum Overview and then download the documents for your year group, this will lead to planning from Common Sense Media and further resources. |
| 2 | Algorithms for everyday activity Beebots | Make a set of clear instructions  Example:  https://www.youtube.com/watch?v=leBEFaVHllE Creating and editing Beebot journeys |
| 3 | Safer Internet Day  Scratch | Use scratch to create shapes and patterns |
| 4 | Sketch Nation | Login – fritwell  password – school  Children create a simple programme (game) and then debug (change to improve) |
| 5 | Problem Finders | Pose you children an open ended question that Google can’t answer for them to solve. See the end for examples. |
| 6 |

Year 3/4

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| Term | Learning based activities | Notes |
| 1 | Digital Literacy | [www.digital-literacy.org.uk](http://www.digital-literacy.org.uk) – SWGfL  Provides planning for 5 sessions on Digital Literacy. Go to Curriculum Overview and then download the documents for your year group, this will lead to planning from Common Sense Media and further resources. |
| 2 | X-Ray Goggles (formerly Hackasaurus) | A website that allows you to modify existing websites. E.g. can change the BBC website to show false news articles and pictures.  There are no plans for this resource, but I can help you with how to use/teach the software. Then children can explore for a couple of weeks, playing with changing texts and pictures. Finally they can create an end page to show something e.g. a news website that has all topic related story headings, summaries and pictures. |
| 3 and 4 | Safer Internet Day  Scratch Project – Mathematics game | Children to create a game using scratch then debug it by playing and making changes. Children could also create adverts, music etc to go with the game.  10 lesson plans available on website, you will need to start by teaching them how to use Scratch before they build their own games. |
| 5 | Problem Finders | Pose you children an open ended question that Google can’t answer for them to solve. See the end for examples. |
| 6 |

Year 5/6

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| Term | Learning based activities | Notes |
| 1 | Digital Literacy | [www.digital-literacy.org.uk](http://www.digital-literacy.org.uk) – SWGfL  Provides planning for 5 sessions on Digital Literacy. Go to Curriculum Overview and then download the documents for your year group, this will lead to planning from Common Sense Media and further resources. |
| 2 | Touch Develop (website – apps work on various platforms)  Project Sienna (app for the surface where you create and publish Windows Surface apps) | Children to create their own apps for the surface tablets. They can create them on desktops and the tablets using the website.  Online training available here  <http://www.microsoft.com/about/corporatecitizenship/citizenship/giving/programs/up/digitalliteracy/default.mspx>  You could use Project Sienna as a Windows only project, limits home access compared to Touch Develop. |
| 3 and 4 | Safer Internet Day  Kodu | Children to create a game using Kodu, debug, create an advert for the game, design a game case cover, get other children to play your game and write reviews.  Lesson plans available on Kodu website. |
|  | Code Academy | Children to create own websites. Lesson plans available on the website. Logins may need to be created. |
| 5 | Problem Finders | Pose you children an open ended question that Google can’t answer for them to solve. |
| 6 |

*Problem Finders*

Pose an open ended problem for children to solve. Possibly begin with an Immersion Box – a set of physical artefacts, digital resources and situations (experiences) provided by the teacher to raise questions by the children. Where possible get children to take the lead to decide on how to tackle the problem, they may have better ideas than us.

**Stop litter!**

Look at rubbish on the playground (might need to put it there), what can we do? Keep tallies of litter dropped, how much, where, what type. Create tables and graphs on the computer. Make posters/a video to explain the importance of keeping the school tidy.

**London is Full: Evacuate!**

Look at old maps, interview people living in London (record these), use the internet to learn about population growth, living conditions and overcrowding. Plan an evacuation, how will they get out? Where will they go?