Year 1 – 2023-2024					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Technology Around Us (Y1 and Y2)) Recognising technology all around us and beginning to use keyboard and mouse. https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us and https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us https://www.abcya.com/games/find_the_tech Hello Ruby keyboard https://www.helloruby.com/play/12	**Digital Painting (Y1)** Using a paint-like tool to create art Purposely using a range of tools such as fill, line https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting https://www.j2e.com/jit5 Y1) Tuxpaint.org (Y2)	**Moving a Robot (Year 1)** Introduces early programming concepts using floor robots. Short algorithms and programs. https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot Plus Lesson 1, 2 and 3 https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms **Apps** A.I.E.X Beebot **Barefoot** Lego Building Crazy Characters	**Data and Information – Grouping Data (Year 1)** https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data https://www.ilearn2.co.uk/free--year-2-data-handling.html https://toytheater.com/fruit-fall/	**Digital Writing (Year 1)** https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing Combine image and text https://www.j2e.com/jit5#mix Book creator Typing skills	**Programming B programming animations (Year 1)** This unit introduces learners to on screen programming through Scratch Jr. **Scratch Jr** Barefoot Computing Scratch Jr https://www.barefootcomputing.org/resources/scratchjr-tinkering-activity Scratch Jr Knock Knock https://www.barefootcomputing.org/resources/scratchjr-knock-knock-joke-activity https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation

Year 2- 2023-2024					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Technology Around Us (Y1 and Y2)) Recognising technology all around us and beginning to use keyboard and mouse. https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us and https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us https://www.abcya.com/games/find_the_tech Hello Ruby keyboard https://www.helloruby.com/play/12	**Digital Photographs (Y2) (Cross curricular)** Using a camera or tablet to take photographs to tell a story. Image composition, quality etc https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography **Book Creator** https://www.commonsense.org/education/lesson-plans/using-technology-to-enhance-an-all-about-me-book#1 https://www.commonsense.org/education/lesson-plans/creating-nonfiction-books-about-animals-in-book-creator	**Programming A- Robot algorithms (Year 2)** Beebots or Clementoni Mind https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms App A.L.E.X	**Pictograms (Y2)** **(Cross Curricular)** Data collection as tally charts. Introduces attributes to organise data. Presenting data graphically as pictograms. https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms https://www.ilearn2.co.uk/free--year-2-data-handling.html	**Creating Media _ Digital music (Cross Curricular) (Year 2)** https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music Song Maker Incredibox http://www.isleoftune.com/	**Programming B- Programming Quizzes (Year 2)** Modify designs to make their own quiz questions in Scratch Jnr. https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes **Scratch Jr** Barefoot Computing Tinkering in Scratch Jr https://www.barefootcomputing.org/resources/scratchjr-tinkering-activity Scratch Jr Knock Knock https://www.barefootcomputing.org/resources/scratchjr-knock-knock-joke-activity Scratch Jr twinkl planning

Primary 3 - Year 3 and Year 4 (Cycle – 2023-2024)					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing Systems and Networks – Connecting Computers (Y3) https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers	**Creating media- desktop publishing (Cross curricular) (Y3)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing or **Creating media- Comic Creation** https://www.ilearn2.co.uk/comiccreationteacherfree.html https://www.makebeliefscomix.com/Comix/	**Programming A – Sequencing Sounds (Y3)** https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music	**Programming B – Events and actions in programs (Y3)** **https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions**	**Creating media – Stop Frame Animation (Y3)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation **Comic Creation** https:www.ilearn2.co.uk/comiccreationteacherfree.html https://www.makebeliefscomix.com/Comix	**Data and Information - Branching databases (Y3)** https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases

Primary 4 -Year 4 and Year 5 (Cycle 2023-2024)					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and Networks- Systems and searching (Y5) ***https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-sharing-information*** Project Evolve **Basic Typing skills** **Organise Files** **Use Shortcuts**	**Creating media- Audio Production (Y4)** ***https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing*** https://projectevolve.co.uk/toolkit/resources/years/year-three/copyright-and-ownership/ https://audiomass.co IT-**audio editing (Could use anchor FM or Band Lab for this)** https://anchor.fm/ Garage band	**Programming- Repetition in games (Y4)** https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games https://studio.code.org/s/dance-extras-2019/stage/1/puzzle/1 https://projects.raspberrypi.org/en/projects/flower-generator **Rapid Router** https://www.codeforlife.education/login/teacher/?next=/teach/materials/ https://www.stem.org.uk/resources/elibrary/resource/36164/	**Data and information – Data logging (Y4)** ***https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging***	**IT-Photo editing(Cross curricular) or Comic Creation(Y4)** https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing **https://pixlr.com/x** https://www.ilearn2.co.uk/comiccreationteacherfree.html IT-**Photo editing**(Cross curricular) or **Comic Creation** https://www.makebeliefscomix.com/Comix/	**Data and Information – Flat-file databases (Y5)** **https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases**

Primary 5 - Year 6 (2023-2024)					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Systems and networks- Communication (Y6) **https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication** **Basic Typing skills** **Organise Files** **Use Shortcuts**	**Creating media – Web page creation (Y6)** ***https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation***	**Programming A – Variables in games (Y6)** ***https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games***	**Data and information - Introduction to spreadsheets (Y6)** **https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets** Extension **Barefoot** **https://www.barefootcomputing.org/resources/pizza-party**	**Creating media – 3D Modelling (Y6)** ***https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling***	**Programming- B Sensing movement (Y6)** ***https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing***