|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Class | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| EYFS | **Exploring ICT through role play e.g. telephones, cameras, keyboards etc.**  Technology hunt around school  Different types of technology in role play areas for children to explore.  Technology curiosity cube | ICT- IPADS- explore age appropriate apps. How to use an ipad- turn it on, open an app, close an app, turn off the ipad.  Explore games on the interactive screen in continuous provision Explore apps on ipad during continuous provision. | **ICT- Mini Mash- 2Paint** Use 2paint programme to create a picture (e.g.garden)  Learn to use tools on the paint programme to add and change effects. | ICT- Taking photos Learn how to take a good photo (how to hold the ipad, steady hand, good focus) View photos  Take photo of themselves/others/models  /crafts | **Computer Science- Unplugged algorithms** Children to make tracks outdoors for cars to travel along (use vocab, forward, back, turn)  Map out a large grid. Can children follow directions to get the car/toy to move from one square to another? Did it work? If not what went wrong? | Exploring programmable toys- e.g. robots, remote control cars etc Children to explore a range of programmable toys e.g. remote control cars, robots. Can the children work the toys  What do the children notice about the toys and how they work?  Beebots |
| Year 1 | **PM Unit 1.1 Exploring Purple Mash and Online Safety**  Log in safely Create own avatar  Learn to save work in my folder  Explore the tools in PM | **PM Unit 1.5 Maze Explorers (3wks)** To understand the functionality of the direction keys.  To understand how to create and debug a set of instructions (algorithm).  To use the additional direction keys as part of an algorithm.  To understand how to change and extend the algorithm list.  To create a longer algorithm for an activity  **Beebots** | **PM Unit 1.6 Animated Story Books (5wks)**  To introduce e-books and the 2Create a Story tool.  To add animation to a story.  To add sound to a story, including voice recording and music the children have composed.  To work on a more complex story, including adding backgrounds and copying and pasting pages.  To share e-books on a class display board. | **PM Unit 1.7 Coding (7wks)**  To understand what instructions are and predict what might happen when they are followed.  To use code to make a computer program.  To understand what object and actions are. To understand what an event is.  To use an event to control an object.  To begin to understand how code executes when a program is run. | **PM Unit 1.3 Pictograms (3wks)**  To understand that data can be represented in picture format.  To contribute to a class pictogram.  To use a pictogram to record the results of an experiment. PM Unit 1.2 Grouping and sorting (2wks) To sort items using a range of criteria.  To sort items on the computer using the ‘Grouping’ activities in Purple Mash. | **PM Unit 1.9 Technology Outside School (2wks)**  To walk around the local community and find examples of where technology is used.  To record examples of technology outside school |
| Year 2 | **NEW PM Unit: Route Explorers (4 Lessons)**  To use the direction keys in 2Go to move the turtle along a route.  To use units of distance along with the direction keys in 2Go to move along a route.  To write instructions to complete more than one step of a route at once.​  To build up instructions for a longer route.  **NEW PM Unit: The Internet (4 Lessons)**  To understand how the internet, the World Wide Web and a browser work together.  To understand the different types of hardware used to access the internet and their functions.  To understand the difference between a website and a webpage and use a school website to find information.  To understand the difference between a browser and a search engine, and to practise searching for information safely. | **PM Unit Creating Pictures (5 Lessons)**  To create a digital art piece in an Impressionist style.  To create a digital art piece in a Pointillism style.  To create a digital art piece that is in the style of Piet Mondrian's work.  To create digital art patterns in the style of the Arts and Crafts movement.  To create a portfolio of digital art. | **PM Unit Questioning (5 Lessons)**  To learn about data handling tools that can give more information than pictograms.  To use yes/no questions to separate information.  To construct a binary tree to identify items.  To use 2Question (a binary tree database)  to answer questions.  To use a database to answer more complex search questions.  To use the Search tool to find information | **PM Unit Coding (5 Lessons)**  To understand what an algorithm is.  To create a computer program using an algorithm.  To create a program using a given design.  To understand the collision detection event. To understand that algorithms follow a sequence.  To design an algorithm that follows a timed sequence.  To understand that different objects have different properties.  To understand what different events do in code.  To understand the function of buttons in a program.  To understand and debug simple programs | PM Unit Making Music(3 Lessons)To make music digitally using 2Sequence. To explore, edit and combine sounds using 2Sequence.  To edit and refine composed music.  To think about how music can be used to express feelings and create tunes which depict feelings.  To upload a sound from a bank of sounds into the Sounds section.  To record and upload environmental sounds into Purple Mash.  To use these sounds to create tunes in 2Sequence  **PM Unit Presenting Ideas (3wks)**  To explore how a story can be presented in different ways.  To make a quiz about a story or class topic.  To make a fact file on a non-fiction topic.  To make a presentation to the class. | PM Unit Spreadsheets (4Lessons) To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine.  To learn how to copy and paste in 2Calculate.  To use the totaling tools.  To use a spreadsheet for money calculations.  To use the 2Calculate equals tool to check calculations. |