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Year 2	What is a computer?	Unplugged algorithms	Scratch junior	Modifying text and images	Storing and presenting data	Presenting Information
	Pupils will be able to describe different computers and their peripherals. They will also learn about the different roles computers play in society.	Pupils will continue to explore what algorithms are and what strategies they can use to find bugs when their algorithm is not working.	Pupils will use the Scratch Junior app to write their own block code in a number of different cross curricula projects.	Pupils will build on previously learnt keyboard skills and learn how to format text in a number of different ways. Pupils will also learn how to edit images.	Pupils will look at what data is and compare different methods of data storage. Pupils will also learn about graphs and charts.	Pupils will create a presentation of their class topic using the app Shadow Puppet EDU. Pupils will learn how to edit fonts and photos to make an engaging presentation. Enrichment: Apple Pencils
Year 3	Composing emails	Introduction to	Prediction and	Altering digital	Inside a	Publishing online
		Scratch	Debugging	media	computer	content
	Pupils will explore the different advanced features of Microsoft Word. They will also use these skills to compose an email.	Pupils will learn to program sprites using a range of blocks to add animation, sound and other effects.	Pupils will predict and debug algorithms. Enrichment: Makey Makey	Pupils will investigate ways to alter digital images in different ways. Enrichment: Apple Pencils	Pupils will look at the history of computing and the components inside a computer.	Pupils will learn about graphic design, publishing and promoting their own content.
Year 4	Branching databases	Repetition and forever loops	Designing a game	Making a Special Effects movie	Smarter Searching and	Pixel Art
	Pupils will learn about the concept pf branching databases and create their own using presentation software.	Pupils learn to use repetition and loops when coding. Enrichment: Makey Makey and Spheros	Pupils use their knowledge of Scratch to create a Formula One style game. Enrichment: Microbits	Pupils create their own videos and apply special effects to them. Enrichment: Green Screen	Pupils to gain awareness of the best ways to use a search engine and to continue to develop	Pupils create a piece of pixel artwork using a grid format

					awareness of	
					online dangers.	
Year 5	Create and search	Using variables	Coding Using	Stop motion	World Wide Web	3D modelling
	a database		Micro:Bits	animation	and Internet	
		Pupils identify				
	Pupils will use Excel	different types of	Pupils to program	Pupils will learn	Pupils will learn	Pupils will learn
	to create and	variables, what	Micro:Bit to make	about all the	about the	how to draw 3D
	search a	conditionals are	a variety of	aspects of stop	difference	shapes and
	database.	and understand	practical and	motion	between the	structures using
		how variables are	usable devices.	animation. They	World Wide Web	CAD software
		used in computer	Enrichment:	will create their	and the Internet.	such as Trimble
		programming.	Microbits.	own storyboard	They will also	Sketchup.
				their own story	understand	Enrichment:
				before creating	what is meant	3D Print Designs
				their own stop	by IP address.	
				frame animation.		
Year 6	Creating formula in	Edublocks-	Programming a	Creating a	HTML	Social Media &
	Excel	Introduction to	Game	Podcasting		Being Safe Online
		Python			Pupils will learn	
	Pupils will learn		Using the	Pupils will	how to design a	Pupils will learn
	how to organise	Pupils will learn	application	produce a	multi-page	about the purpose
	data and make	how block-based	Scratch, pupils	podcast based	informational	of social media
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	calculations using	programming	will create an	on a piece of	website,	and different
	the application	programming compares to	interactive,	on a piece of writing from	website, considering the	and afferent aspects of social
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	the application	compares to written code. Pupils will be	interactive,	writing from	considering the	aspects of social
	the application	compares to written code.	interactive, playable game	writing from another	considering the layout, user	aspects of social media and how to
	the application	compares to written code. Pupils will be	interactive, playable game using	writing from another curriculum area	considering the layout, user experience and	aspects of social media and how to use it safely.
	the application	compares to written code. Pupils will be introduced to	interactive, playable game using conditionals,	writing from another curriculum area or aspect of	considering the layout, user experience and key features	aspects of social media and how to use it safely. Enrichment:
	the application	compares to written code. Pupils will be introduced to Python as a text-	interactive, playable game using conditionals, variables, and	writing from another curriculum area or aspect of school life.	considering the layout, user experience and key features including home	aspects of social media and how to use it safely. Enrichment:
	the application	compares to written code. Pupils will be introduced to Python as a text- based method of	interactive, playable game using conditionals, variables, and operators.	writing from another curriculum area or aspect of school life. Enrichment:	considering the layout, user experience and key features including home page, links and	aspects of social media and how to use it safely. Enrichment: