

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Introducing technology – use of interactive whiteboard games and playing them with independence Programming		E-Safety — Smartie the Penguin (Chatterpix) Use of iPads Spooky Letters		BeeBot directions and mapping	
Year 1	Digital literacy skills (mouse and keyboard skills, logging on, iPad safe usage)		E-Safety – Buddy the Dog (Social situations & Online sharing)	We are coders (Kodable/LightBot)	We are directors (<i>BeeBot</i> app directional coding)	
Year 2	We are file finders (creating and saving files)	Digital literacy skills (logging on, typing accuracy)	E-Safety – <i>Digiduck's Big Decision</i> (Online appropriate behaviour)	We are code debuggers (Scratch Jr., Code.org)	We are publishers (Publisher)	We are games testers
Year 3	Digital literacy skills (saving, typing) We are opinion pollsters (Microsoft Office)	We are programmers (Scratch)	E-Safety - #goldilocks (Online sharing and appropriate behaviour)	We are book creators (eBooks – Book Creator)	We are communicators (2e-mail) E-Safety	We are bug fixers (Scratch)
Year 4	We are programmers (Scratch)	We are musicians (Audacity)	E-Safety - Google Interland (games and discussions covering kindness, privacy, phishing messages and sharing)	We are toy designers (Scratch)	We are meteorologists (<i>Excel</i> , green screen)	We are Quiz Masters (Scratch)

Topics for September 2020 Blue – Computing Green - Digital Literacy



Year 5	We are game	We are code	E-Safety – Weekly	We are web	We are	
	developers	breakers	discussions on	developers/	architects	
	(Scratch)		various aspects of	html	(SketchUp,	
			What is Internet		Minecraft,	
			Safety?		Maze Creator)	
Year 6	Desktop Publishing (Literacy link)		E-Safety – Project	We are story-	We are	
			around promoting	tellers (Scratch)	advanced	
			positive online		coders (<i>Python</i>)	
			technology use			