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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
YR1	**Internet Safety** *Common Sense Education: Media Balance is Important.* 1. How do we find a happy balance between our online and offline activities? **Unit 1.2 – Grouping and Sorting** 1. Sorting away from the computer. 2. Sorting on the computer.	**Unit 1.3 – Pictograms** 1. Data in pictures. 2. Class pictogram. 3. Recording results. **Unit 1.4 – Lego Builders** 1. Following instructions. 2. Following and creating simple instructions on the computer. 3. Following a recipe.	**Internet Safety** *Common Sense Education: Pause for people.* 1. How do you say goodbye to technology when you don't want to? **Unit 1.7- Coding** 1. Instruction. 2. Objects and Actions. 3. Events. 4. When Code Executes. 5. Setting the Scene.	**Unit 1.7- Coding continued** 1. Using a plan. **Unit 1.5- Maze Explorers** 1. Challenges 1 and 2. 2. Challenges 3 and 4. 3. Challenges 5 and 6. 4. Setting more Challenges.	**Internet Safety** *Common Sense Education: Safety in My Online Neighbourhood.* 1. How do you go places safely online? **Unit 1.9- Tech Outside School** 1. What is Technology? 2. Technology outside School.	**Unit 1.6- Animated Stories** 1. Drawing and Creating. 2. Animation. 3. Sounds and More. 4. Making a Story. 5. Copy and Paste.
YR2	**Internet Safety** *Common Sense Education: Pause and Think Online.* 1. How can we be safe, responsible	**Unit 2.4 – Questioning** 1. Using and Creating Pictograms. 2. Asking Yes/ No Questions.	**Internet Safety** *Common Sense Education: How Technology Makes You Feel.* 1. Why is it important	**Unit 2.7- Making Music** 1. Introducing 2Sequence. 2. Making Music. 3. Soundtracks.	**Internet Safety** *Common Sense Education: Internet Traffic Light.* 1. How do you staff safe when visiting a	**Unit 2.3 – Spreadsheets** 1. Introduction to Spreadsheets. 2. Adding Images to a Spreadsheet.

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	and respectful online? **Unit 2.1 – Coding** 1. Algorithms. 2. Collision Detection. 3. Using a Timer. 4. Different Object Types. 5. Buttons. 6. 'Smelly Code' debugging.	3. Binary Trees. 4. Using 2Question – a Computer Based Binary Tree Program. 5. Using 2Investigate: a Non- Binary Database.	to listen to your feelings when using technology? **Unit 2.6 – Creating Pictures** 1. Introduction and Impressionism. 2. Pointillist Art. 3. Piet Mondrian. 4. William Morris and Pattern. 5. Surrealism and eCollage.	**Unit 2.5 – Effective Searching** 1. Understanding the Internet and Searching. 2. Searching the Internet.	website or app? **Unit 2.5 – Effective Searching continued** 3. Sharing Knowledge of the Internet and Effective Searching. **Unit 2.8 Presenting Ideas** 1. Presenting a Story Three Ways. 2. Presenting Ideas as a Quiz. 3. Making a Non-Fiction Fact File. 4. Making a Presentation.	3. Exploring images and values. 4. Totalling tools. 5. Using a Spreadsheet to add amounts. 6. Creating a table and block graph.
YR3	**Internet Safety** *Common Sense Education:* *We, the Digital Citizens.* 1. How can we be good digital citizens? **Unit 3.1 – Coding** 1. Using Flowcharts. 2. Using Timers 3. Using Repeat. 4. Code, Test and	**Internet Safety** *Common Sense Education:* *Device-Free Moments.* 1. Why is it important to have device-free moments in our lives? **Unit 3.4 – Touch Typing** 1. Home, Top and Bottom Row Keys.	**Internet Safety** *Common Sense Education:* *That's Private!* 1. What kinds of information should I keep to myself when I use the internet? **Unit 3.5 – Email** 1. Communication. 2. Composing Emails.	**Internet Safety** *Common Sense Education:* *Digital Trails.* 1. What information is OK to have in your digital footprint? **Unit 3.6 – Branching databases** 1. Introducing Databases. 2. Branching Databases.	**Internet Safety** *Common Sense Education:* *Who Is in Your Online Community?* 1. How are we all part of an online community? **Unit 3.7 – Simulations** 1. What are Simulations? 2. Exploring a Simulation.	**Internet Safety** *Common Sense Education:* *Putting a Stop to Online Meanness.* 1. What should you do if someone is mean to you online? **Unit 3.9 – Presenting** 1. Making a Presentation from a Blank Page.

	Debug. 5. Design and make an interactive scene (1) 6. Design and make an interactive scene (2)	2. Home, Top and Bottom Row Keys (Consolidation). 3. Left Keys. 4. Right Keys.	3. Using Email Safely: Part 1. 4. Using Email Safely: Part 2. 5. Attachments. 6. Email Simulations.	3. Creating a branching database on the computer.	3. Analysing and Evaluating a Simulation.	2. Adding Media. 3. Adding Animation. 4. Presenting with Timings. 5. Create a Presentation.
YR4	**Internet Safety** *Common Sense Education:* Your Rings of Responsibility. 1. How do digital citizens take responsibility for themselves, their communities and their world? **Unit 4.1 – Coding** 1. Design, Code, Test and Debug. 2. IF Statements. 3. Co-ordinates. 4. Repeat Until and IF/ELSE statements. 5. Number variables 6. Making a playable game.	**Internet Safety** *Common Sense Education:* Password Power Up. 1. How can a strong password help protect your privacy? **Unit 4.4 – Writing for Different Audiences** 1. Font styles. 2. Using a simulated scenario to produce a news report. 3. Using a simulated scenario (cont.) 4. Writing for a campaign. 5. Writing for a campaign (cont.)	**Internet Safety** *Common Sense Education:* This is me. 1. How does what I post online affect my identity? **Unit 4.5 – Logo** 1. Introduction to 2Logo. 2. Creating letters using 2Logo. 3. Using the 'repeat' command in 2Logo. 4. Using procedures.	**Internet Safety** *Common Sense Education:* Our digital citizenship pledge 1. What makes a strong online community? **Unit 4.6 – Animation** 1. Animating an object. 2. 2Animate tools. 3. Stop motion animation.	**Internet Safety** *Common Sense Education:* The Power of words 1. What should you do when someone uses mean or hurtful language on the internet? **Unit 4.7 – Effective Searching** 1. Using a search engine. 2. Use search effectively to answer questions. 3. Reliable information sources. **Unit 4.8 – Effective Searching** 1. Hardware.	**Internet Safety** *Common Sense Education:* Is seeing believing? 1. Why do people alter digital photos and videos? **Unit 4.9 – Making Music** 1. Understanding music. 2. Rhythm and tempo. 3. Melody and pitch. 4. Creating music.

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					2. Parts of a computer.	
YR5	**Internet Safety** *Common Sense Education:* My Media Choices. 1. What makes a healthy media choice? **Unit 5.1 – Coding** 1. Coding Efficiently. 2. Simulating a Physical System. 3. Decomposition and Abstraction. 4. Friction and Functions. 5. Introducing Strings.	**Internet Safety** *Common Sense Education:* Private and Personal Information 1. What information about you is OK to share online? **Unit 5.3 – Spreadsheets** 1. Conversions of measurements 2. Using formulae. 3. Exploring probability. 4. Computational modelling. 5. Computational modelling (cont.) 6. Testing a hypothesis.	**Internet Safety** *Common Sense Education:* Our Online Tracks. 1. How does our online activity affect the digital footprints of ourselves and others? **Unit 5.6 – 3D Modelling** 1. Introducing 2Design and make. 2. Moving points. 3. Designing for a purpose. 4. Printing and making.	**Internet Safety** *Common Sense Education:* Keeping Games Fun and Friendly. 1. How can I be positive and have fun while playing online games, and help others do the same? **Unit 5.5 – Game Maker** 1. Setting the scene. 2. Creating the game environment. 3. The game quest. 4. Finishing and sharing. 5. Evaluation.	**Internet Safety** *Common Sense Education:* Be a Super Digital Citizen. 1. How can we be up-standers when we see cyberbullying? **Unit 5.7 – Concept Maps** 1. Introduction to concept mapping. 2. Using 2Connect 3. 2Connect story mode. 4. Collaborative concept maps.	**Internet Safety** *Common Sense Education:* A Creator's Rights and Responsibilities. 1. What rights and responsibilities do you have as a creator? **Unit 5.8 – Word processing (with MS Word)** 1. Making a document from a blank page. 2. Inserting images: considering copyright. 3. Editing images in word. 4. Adding the text. 5. Finishing touches. 6. Presenting information using tables.

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YR6	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety	Internet Safety
	Common Sense Education: Finding my Media Balance.	*Common Sense Education: You Won't Believe This!*	*Common Sense Education: Beyond Gender Stereotypes.*	*Common Sense Education: Digital Friendships.*	*Common Sense Education: Is It Cyber Bullying?*	*Common Sense Education: Reading News Online.*
	1. What does media balance mean for me?	1. How do I avoid clickbait?	1. *How do gender stereotypes shape our online experience?*	1. How do you keep your online friendships safe?	1. What is cyber bullying and how do you stop it?	1. What are the important parts of an online news article?
	Unit 6.1 – Coding	**Unit 6.9 – Spreadsheets (MS Excel)**	**Unit 6.4 – Blogging**	**Unit 6.5 – Text Adventures**	**Unit 6.6 – Networks**	**Unit 6.7 – Quizzing (cont)**
	1. Designing and making a more Complex Program (1)	1. What is a spreadsheet?	1. What is a blog?	1. Planning a story adventure.	1. The World Wide Web and the internet.	1. Using 2Quiz.
	2. Designing and making a more Complex Program (2)	2. Using basic calculations.	2. Planning a blog.	2. Making a story-based adventure game.	2. Our school network and accessing the internet.	2. Exploring grammar quizzes.
	3. Using Functions.	3. Spreadsheets and modelling.	3. Writing a blog.	3. Coding comprehension of text adventure games.	3. Research	3. A database quiz.
	4. Flowcharts and Control Simulations.	4. Organising data.	4. Sharing posts and commenting.	4. Debugging and improving.	**Unit 6.7 – Quizzing**	4. Using a survey.
	5. User Input.	5. Advanced formulae and big data.			1. Introducing 2DIY.	
	6. Using Text-based Adventures.	6. Charts and graphics.				