

Class	Term 1	Term 2	Term 3	Term 4
Year 1	<p>Students are introduced to the parts of the computer; keyboard, mouse and monitor.</p> <p>MSWord: to enter simple words in a Word document using the keyboard, select and edit text and understand basic icons (e.g. print and save) using the mouse.</p> <p>Digital Citizenship: introduction to what the term means and how to 'Go places' safely online.</p> <p>Coding and Programming: introduction to basic coding language and using directionality and sequencing to move robotic toys in certain directions.</p> <p>iPad apps: Chatterpix for cross curricular use in the classroom.</p>	<p>MSPaint: to load and edit simple pictures, fill spaces with appropriate tools, control the pointer to create visual effects using simple tools such as pen, spray and eraser.</p> <p>Digital Citizenship: know what information is private and how to protect and keep that information safe.</p> <p>Coding and Programming: how to build loops into their algorithms. Use Scratch Jnr on the iPads.</p> <p>iPad apps: Explain Everything, for cross curricular use in the classroom.</p>	<p>MSExcel: to collect information, sort and classify information and create simple charts and graphs.</p> <p>Digital Citizenship: to connect with others online, safely and responsibly.</p> <p>Coding and Programming: how to build event handlers into their algorithms.</p> <p>iPad apps: Popplet for cross curricular use in the classroom.</p>	<p>Students consolidate the knowledge they have learnt over the past 3 terms in a combined project.</p> <p>Cross curricular: a range of multimedia program activities to enhance their language, number and science skills.</p>
Year 2	<p>WinLogo: how to use control programming with turtle graphics and simulation software such as Coco and Dash.</p> <p>Digital Citizenship: what a digital footprint is and how to respect their peers online.</p> <p>Coding and Programming: how to combine sequencing, loops and event handlers in a more complex algorithm.</p> <p>iPad apps: Book Creator for cross curricular use in the classroom</p>	<p>Search: to use buttons, menus, indexes, hyperlinks and other navigation items to search for and find information.</p> <p>Digital Citizenship: online safety and how to research effectively.</p> <p>Coding and programming: using complex algorithms to code various courses for Dash the robot.</p> <p>iPad apps: Comic Life for cross curricular use in the classroom.</p>	<p>MSPaint: how to create repeating patterns using stamps and/or copy tools and create pictures using a variety of tools and effects.</p> <p>Digital Citizenship: how to create safe passwords and showing respect online.</p> <p>Coding and programming: complete course A on code.org.</p> <p>iPad apps: Puppet Pals for cross curricular use in the classroom</p>	<p>Students consolidate the knowledge they have learnt over the past 3 terms in a combined project.</p> <p>Cross curricular: a range of multimedia program activities to enhance their language, number and science skills.</p>

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Year 3	<p>MSWord: to create and amend a text document, such as font size, type and colour, add images or other objects and refine and organize the layout of a document for a specific audience.</p> <p>Digital Citizenship: 'Rings of Responsibility', which responsibilities a good digital citizen has.</p> <p>Coding and programming: how to build conditionals into their algorithms.</p> <p>iPad apps: GreenScreen for cross curricular use in the classroom</p>	<p>MSExcel: to enter labels and numbers into a spreadsheets, enter simple formulae, including SUM function, create a graph and modify data.</p> <p>Digital Citizenship: plagiarism and citing a cite corretly.</p> <p>Coding and programming: using complex algorithms to code various courses for Dash the robot.</p> <p>iPad apps: StopMotion for cross curricular use in the classroom</p>	<p>MSPowerPoint: to insert various slides and insert and edit text and images.</p> <p>Digital Citizenship: collabarate and create their own Digital Pledge.</p> <p>Coding and programming: complete course B on code.org.</p> <p>iPad apps: iMovie for cross curricular use in the classroom</p>	<p>Students consolidate the knowledge they have learnt over the past 3 terms in a combined project.</p> <p>Cross curricular: a range of multimedia program activities to enhance their language, number and science skills.</p>
Year 4	<p>Search: to use internet tools to find information, use web browser software and search engines, use of effective search terms and use of more than one source for authenticity.</p> <p>Digital Citizenship: Digital Footprint and what impact it could have on their future.</p> <p>Coding and programming: programme more complex courses for programmable toys such as 'Dash' including all coding functions; sequencing, loops, events, functions and conditionals.</p> <p>iPad apps: Keynote for cross curricular use in the classroom</p>	<p>Email: how to collect and read email messages, reply to email message, send emails and add attachments.</p> <p>Digital Citizenship: Cyberbullying</p> <p>Coding and programming: use Scratch to programme a game.</p> <p>iPad apps: Pages for cross curricular use in the classroom</p>	<p>MSPowerPoint: to create a page of text, images and sounds which are activated by appropriately named and positioned buttons, use effective page design, organise screens and identify appropriate choices and links.</p> <p>Digital Citizenship: creative credit.</p> <p>Coding and programming: complete course C on code.org.</p> <p>iPad apps: iMovie Trailer</p>	<p>Students consolidate the knowledge they have learnt over the past 3 terms in a combined project.</p> <p>Cross curricular: a range of multimedia program activities to enhance their language, number and science skills.</p>
Year 5	<p>MSPowerPoint: to create a plan for a presentation, recognise and select appropriate source materials, incorporate</p>	<p>MSExcel: to design a spreadsheet with a specific purpose, create the spreadsheet, enter data, text and</p>	<p>Phython: to design a control system, build a sequence of events to activate multiple devices concurrently,</p>	<p>Students consolidate the knowledge they have learnt over the past 3 terms in a com-</p>

LICS: Maximising the potential of future world citizens

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	<p>transition, animation, timings, audio and 'build' effects Digital Citizenship: Digital Footprint, self-image and identity. Coding and programming: complete higher level challenge cards in groups.</p>	<p>formulae to a spreadsheet, test the spreadsheet, check for errors and see that formulae are correct. Digital Citizenship: copyright and creative credit. Coding and programming: programme an adventure story on Scratch.</p>	<p>correct and improve procedures and evaluate the system, identifying limitations. Digital Citizenship: Cyberbullying and Digital Drama. Coding and programming: complete course D on code.org.</p>	<p>bin project. Cross curricular: a range of multimedia program activities to enhance their language, number and science skills.</p>
Year 6	<p>Control: to create various virtual simulations using CoCo software, including traffic light systems, elevators, and . Time is also spent using a range of multimedia, cross-curricular activities to enhance their language, number and science skills.</p>	<p>Multimedia: using video and animation. Time is also spent using a range -curricular activities to enhance their language, number and science skills.</p>	<p>Computer Networks: Students are introduced to networks and their design. Time is also spent using a range of multimedia, cross-curricular activities to enhance their language, number and science skills.</p>	<p>Web Authoring: to design a basic website using Microsoft Expression Web software. Time is also spent using a range of multimedia, cross-curricular activities to enhance their language, number and science skills.</p>