Computing and Online Safety - Long Term Curriculum Overview 2024-25

Subject area	Autumn Term A	Autumn Term B	Spring Term A	Spring Term B	Summer Term A	Summer Term B
F1	Operating IT Equipment Learning how to operate simple technology.	Playing with Technology and programmable toys Demonstrating an interest in using and playing with technology	Technology Uses Recognising the uses for ICT equipment.	Cause and Effect of ICT Explaining the cause and effect of toys with technology.	The Use of a Computer Exploring that computers can be used to find out information.	<u>**Technology at Home**</u> Discussing the types of technology at home.
F2	Computer discovery- Digital Literacy and Numeracy	Mouse/ Trackpad and Keyboard skills Digital Literacy and Numeracy	Early Digital Music Digital Literacy and Numeracy	Digital Photos and Video Digital Literacy and Numeracy	Digital Art and Design Digital Literacy and Numeracy	Early Programming Digital Literacy and Numeracy
	Sharing Pictures Online		Smartie the Penguin		Penguin Pig	
Year 1	Introduce Programming IL (Sequencing, algorithm, programming)	Mouse and Keyboard Skills IL (Keyboard skills, touch typing)	Text and Images IL (moving images, resizing, labelling)	Uses of ICT TC (links to why we use it and how it can be effective)	Digital Art TC (change colour of pixels, zoom controls)	3D Design IL (position, rotate, resize objects)
	Privacy and Security Understand what personal information is and why we keep personal information private		Online Relationships Understand where to go for help and support when concerned		Online Bullying Understand why it is important to respect people online	
Year 2	Programming with Scratch Jr IL (Programme movement, input, output and selection)	Data Handling IL (Pictogram, bar chart, pie chart)	Develop Programming TC (create and debug programmes, use a loop)	E-book Creation IL (Add cover, images, text and images)	Digital photography TC (use line and fill tools, recreate graphics using pixels)	Animation IL (clone, copy and create screen recordings and stop motions)
	Self-Image, Identity and Online Reputation Understand the dangers of sharing photos online		Managing Online Information Understand that we can't trust everything we find on the internet		Digital Wellbeing Understand why it is important to be responsible on the internet	
Year 3	Programming in Scratch IL (input and output devices, write and design debug programmes)	Document Editing and Creation IL (copy and paste, edit images, add bullet points, keyboard shortcuts)	Programming in scratch TC (writing programmes, add extras such as pen blocks)	Music Creation IL (create music, build beats, collaborate music online)	Comic Creation TC (resize images, add narration, add audio recordings)	3D Design IL (design a 3D town, recreate 3D models, colour in blocks and whole models)
	Privacy and Security Understand why people pretend to be someone else online and why we only talk to people we know in the real world, when online		Online Relationships Understand what to do if someone upsets you online and identify a range of ways to report concerns about content and contact		Online Bullying Understand the importance of being kind in the real world and also online and know why and how people can be nasty online	

Year 4	Data Handling IL (Change appearance of cells in a spreadsheet, add and edit data in a spreadsheet)	Programming in Scratch TC (input with loops, debug programmes, use selection data variables)	Coding with Lego WeDo (input and output variables, debugging and using data variables)	E-book Creation IL (add, resize and change the colour, add hyperlinks, use audio recordings)	Video Editing TC (Add scripted voiceover, add scene images, add titles and music, export project)	Animation IL Create a stop-motion video, create animation using transitions, animate elements of objects
	Self-Image, Identity and Online Reputation Understand the consequences of sharing photos/videos/information about yourself online		Managing Online Information Understand why we should not always trust what we read online and how to check.		Digital Wellbeing Understand how to enjoy video games responsibly, without becoming addicted, and know the importance of limiting screen time	
Year 5	Programming in Scratch IL (conditions and data variables, programme movement, programme loops, inputs, outputs and variables)	Coding with Lego WeDo (understanding Bluetooth technology, write a programme, debug inputs and outputs)	App Design IL (design an app, use hyperlinks, insert data)	Music Creation IL (Layer tracks using sounds and effects, create effective instrument tracks, edit tracks)	Coding with Drones (understanding Bluetooth technology, debugging, inputting and editing a programme)	3D Design TC Tynkercard (designing and editing, add, adjust and fill shapes, customise gradient effects, rotate shapes)
	Privacy and Security Understand the term 'sharing online' and why we need to get permission to share photos and videos of other people		Online Relationships Understand how, where and who can we report concerns we have to		Online Bullying Understand how to respect and protect against online bullies	
Year 6	Programming in Scratch IL (programme input selection, loops sensing and broadcast, using variables for unpredictability)	Data Detectives IL (using clues to match headings, using filters and conditional formatting)	Coding with Micro:bits TC (design, write and debug programmes, use sequence, selection and repetition, input and output programming)	Graphic design IL (design, rotate shapes, adjust transparency and add shapes)	Crumble Control - Fairgrounds TC (Create a fairground ride using input and output code whilst debugging for errors)	Web Design IL (create a homepage, choose a theme, adjust sidebar and widgets, add text and multiple pages, add a sub-menu)
	Self-Image, Identity and Online Reputation Understand the term digital footprint		Managing Online Information Understand how to check online content is trustworthy		Digital Wellbeing Understand the pitfalls of in-app purchases	