Yr. Group	Autumn	Spring	Summer
EYFS	Taking photographs using **iPad** Firework pictures and sounds, taking videos Decorate a stocking/Christmas tree **Mini Mash-Purple Mash**	Taking photographs using **iPad** Using **Google maps** to locate local area	**Google Earth** Explore locations Taking photographs with **iPads** and using apps to edit photographs
Year 1	**Basic skills** – turning and logging on etc. **We Are Collectors, We Are Celebrating** (use technology to create, organise, store and retrieve digital content)	**We Are Painters, We Are Storytellers** (use technology to create, organise, store and retrieve digital content – create presentations)	**We Are Treasure Hunters, We Are TV Chefs** (learn about common uses of technology outside of school / email)
Year 2	**Coding** Collision, detection and timers **Spreadsheets** Keyboard shortcuts, data in a table, create a chart	**Questioning** Sort information into categories using questions, Design a binary tree **Creating Pictures** Use a painting program to replicate style of an artist	**Making Music** Incorporate sound from a library, Upload sounds to create their own composition **Presenting Ideas** Present through stories, quizzes, fact files and presentation software
Year 3	**Coding** Flowcharts, timers and repeat commands, interactive scene, debugging **Spreadsheets** Data in a table, charts, cell addresses, tools to help with calculations	**Touch Typing** Posture when typing, finger positions in relation to key areas of the keyboard **Email** Respond to an email, use email safely, add attachments, Terms CC and BCC **Branching Databases** Sort objects using Yes/No question, creating branching database	**Simulations** Purpose of a simulation, making choices and discussing their effects **Graphing** Enter data into graphing and answer questions. Solve an investigation and present results in graphic form **Presenting** Create own presentation, include adding media, animations, shapes and timings
Year 4	**Coding** Use of IF and IF/ELSE statements, explore number variables and coordinates in programming **Spreadsheets**	**Logo** Enter instructions to solve a problem, use repeat features and create procedures **Animation** Create own animations based on ideas from 'stop motion' films	**Hardware Investigators** Recognise essential parts of a computer. Understanding each part's function and share this learning with others **Making Music** Identify and discuss the main elements of music and use this knowledge to compose a piece of electronic music on the computer **Writing for Different Audiences** Features of various documents and create appropriate ones to meet a specific function by using formatting features

Year 5	**Coding** Program a simulation, learn about decomposition and abstraction, use functions and incorporate strings, variables and concatenation **Spreadsheets** Create formulae to model and solve a given problem including using text variables. Use their spreadsheet skills to help plan out a cake sale	**Databases** Contribute to a collaborative database before creating one of their own and then write questions for their peers to answer **Game Creators** Plan out a 3D game and consider the features that will make it effective. Share it online and use this as an opportunity to make it better	**Modelling** 3D modelling and design 3D models manipulating points to meet a range of design criteria. Print on paper or in 3D **Word Processing** Features of a word processing package. Skills needed to edit a document including a text formatting, images, tables and layouts. **Concept Maps** Uses of concept maps, create a map and contribute to a collaborative one. Learn how it can be used to retell information
Year 6	**Coding** Design a game to meet a criteria using timers, scores, selection and variables. Consolidate their coding learning by making a text-based adventure **Spreadsheets** Use industry standard software to use a spreadsheet package. Learn to use formula, charts and solve a variety of real life problems	**Blogging** Plan and write a blog using the features of a successful blog. Contribute to existing blogs **Text Adventure** Learn what a text adventure is. Analyse an existing text adventure through coding comprehension exercises, then move onto debugging and improving.	**Networks** Know how computers access the internet at home and school. Know about the difference between WAN and LAN **Quizzing** Create a range of quizzes for users of differing ages selecting the most appropriate platforms for the age group **Binary** Learn to recognise that digital systems represent all types of data using number codes that ultimately are patterns of 1s and 0s called the binary system