Swans	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science Discrete Computing Teaching	Computing Unplugged 1. Application: flow chart for making a cup of tea 2. Using Word to create the flow chart 3. Application: using flow charts for checking grammar (Code.it)		Code.org: Y4 Course D 1. Sequencing 2. Events 3. Loops 4. Conditionals Code.org: Y5 Course E 1. Ramp it up 2. Sprites Nested Loops		Scratch: Skills Teaching 1. Concepts before coding: selection 2. Selection- racing car game 3. Concepts before coding: variables 4. Variables- maze	Scratch: Application 1. Jumping game (cards) 2. ChatBot (code club) Pick one
Date:	(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,					
Information Technology- Software Linked to cross curricular subjects where relevant		Microsoft word - I can add columns - I can input pictures and text boxes - I can add bullet points - I can save and retrieve a document Follow up application- Non Chronological Report, Newspaper Article, Instructional Writing	Touch typing: Typing.com	Posters Evaluation Unit 1. PicColage skills and creation 2. Adobe Spark Post skills and creation 3. Publisher skills and creation 4. Comparison and evaluation of platforms	lessons)	
Deter					1	
Date: Information Technology- Uses Discrete Computing Teaching Date:			Using Shared Platforms 1. Sharing a document 2. Collaborative Slides 3. Shared Spreadsheets			NCCE- The Internet 1. Connecting networks 2. What is the internet made of? 3. Sharing information 4. What is a website? 5. Who owns the web? 6. Can I believe what I read?
Information Technology- Searching Discrete Computing Teaching					Fake Websites 1. Pacific Tree Octopus research 2. How to spot fake websites 3. Can we believe everything we read online	
Date: Digital Literacy	Self-image and identify	Online relationships	Online reputation	Managing online Health, information being, and	•	Copyright and ownership