Ducks	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science	**Activity 1** Drawing Monsters: children to follow two or three simple instructions to create a monster. This could be completed on a computer, using paint software or https://www.j2e.com/jit5#paint	**Activity 2** Following Instructions: As part of a PE lesson on movement, children could pretend to be robots following a sequence of instructions (forward, backwards, turn left/right, jump, squat).	**Activity 3** iCompute Nursey rhyme lesson pdf *(progression into KS1)* Lesson in which pupils sequence pictures from famous nursery rhymes.	**Activity 4** Control Toys: Beebots	**Activity 5** Abstract application of coding through iPad apps. Coding Safari: https://apps.apple.com/nz/app/hopster-coding-safari-for-kids/id1348232140	**Activity 6** Abstract application of coding through iPad apps. Code Karts: https://apps.apple.com/us/app/code-karts-pre-coding-logic/id1222704761
Date:						
Information Technology- Software	**Mouse Control** Mouse control activities (5 activities) http://primarygamesarena.com/Topics/Mouse-Control	**Laptop Skills** An introduction to the keyboard activity, in which a letter is highlighted, and the pupils are timed to find it and press the key. http://primarygamesarena.com/Play/Keyboard-2030	**Mouse Control** Mouse control and coordination (6 activities) http://resources.hwb.wales.gov.uk/VTC/incy_wincy/eng/Introduction/default.htm	**Laptop Skills** BBC Dancemat website for more able or leading into KS1 classroom. 12 stages over 4 levels. https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr	**Mouse Control** Interactive mouse games (variety of different games) https://www.themouseclub.co.uk/	
			Speech Recording 1.Provide the children with recording devices in free play/role play areas 2.Children could use the iPad app Chatterpix to record themselves adding speech to characters, pictures, or objects		**Photo Creation** Discuss the difference between a photo and video and talk about the different devices that both a photo and video can be taken on. Children can use the different technology to take photos and videos of different objects or activities for their work. Try and let the children choose which device to use and explain why they chose it, e.g. digital camera, tablet, laptop, camcorder, mobile phone, etc.	
Date:						
Information Technology- Uses	**Parts of a computer** Have a variety of different types of computers and components and labels for each part, e.g. laptop, desktop, monitor, keyboard, mouse, mobile phone, tablet/iPad, calculator, digital camera, headphones. Ask children to label the different components and take the children about the different pieces of technology.	**Parts of a computer** Use the 'Wheels on the bus Computer Song' *Sung to the tunes of 'The Wheels on the Bus', but words are replaced to learn different parts of computers*	**Parts of a computer** BBC Bitesize online website and game. 'Scrapyard challenge' asks pupils to recognise if an item is a part of a computer or not. https://www.bbc.co.uk/bitesize/articles/zc4x6sg#zxfdwmn	**Technology in the world** Children could look at technology when on outside visits, e.g. ATM machines, credit card payment machines, weighing and measuring devices, bar codes etc.	**Technology in the world** Children could have discussions about electronic equipment in real-life situations, e.g. traffic lights, scanners, microwaves, cash tills, etc. and investigate how they work.	**Technology in the world** Children could, with an adult, explore the school and environment, looking at technology with control switches, e.g. photocopier, alarms, washing machines, television sets.
Date:						
Digital Literacy	Self-image and identify	Online relationships	Online reputation	Managing online information	Health, Well-being, and lifestyle	Privacy and security	Copyright and ownership