

Kingfishers	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
Computer Science <i>Discrete Computing Teaching</i>	Computing Unplugged 1. Lego following instructions algorithms		Beebots 1. Concrete use of direction cards 2. Tinkering with controls 3. Routes from A to B 4. Routes from A to B in written form 5. Application: drawing shapes 6. Bluebot app challenges		Application 1. Kodable app 2. J2E Website Coding 3. Daisy the dinosaur		
<i>Date:</i>							
Information Technology-Software <i>Linked to cross curricular subjects where relevant</i>	Logging on	Logging on	Logging on Bringing characters to life: Chatterpix app Stand alone lessons	Logging on	Logging on Digital Writing 1. Exploring the keyboard 2. Adding and removing text 3. Exploring the toolbar 4. Making changes to text 5. Explaining my choices 6. Explaining my choices	Logging on	
<i>Date:</i>							
Information Technology-Uses <i>Discrete Computing Teaching</i>						Technology in the world 1. Match technology to the place (supermarket, office and airport) 2. Poplet Mindmaps of technology	
<i>Date:</i>							
Digital Literacy	Self-image and identify	Online relationships	Online reputation	Managing online information	Health, Well-being, and lifestyle	Privacy and security	Copyright and ownership