

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			
Date:												
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	
Date:												
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	
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	