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:	(5535)					
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  of platforms  https://www.typing.com/_Beginner unit (15)	essons)	
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?
Date: Information					Fake Websites	
Technology- Searching  Discrete Computing  Teaching					1. Pacific Tree Octopus research 2. How to spot fake websites 3. Can we believe everything we read online	
Date: Digital Literacy						
Digital Literacy	Self-image and identify	Online relationships	Online reputation	Managing online Health, information being, and	-	Copyright and ownership