

	Autumn	Spring	Summer		
Year 3	 Online Safety (All 4 lessons) In this project, pupils learn the difference between fact, opinion and belief; and how to deal with upsetting online content. Knowing how to protect personal information online.	 Computing Systems and Networks 1: Networks and the internet (3 lessons: 1, 3 and 5 only) In this project, pupils are introduced to the concept of networks, learning how devices communicate. Identifying components, learning how information is shared and exploring examples of real-world networks. Options for both Google and Microsoft schools.	 Programming 1: Scratch Online safety (1 lesson) (4 lessons: 1, 2, 3 and 5 only) In this project, children progress to using the more advanced computer-based application called 'Scratch', learning to use repetition or 'loops' and building upon skills to program; an animation, a story and a game	 Computing Systems and Networks 3: Journey inside a computer (3 lessons: 1, 2 and 5 only) In this project, children assume the role of computer parts and creating paper versions of computers to help consolidate an understanding of how a computer works, as well as identifying similarities and differences between various models	 Creating Media: Video trailers (4 lessons: 1-4 only) In this project, children develop filming and editing video skills through the storyboarding and creation of book trailers.
Year 4	 Online Safety (4 lessons: 1, 2, 3 and 5) In this project, pupils search for information and making a judgement about the probable accuracy; recognising adverts and pop-ups; understanding that technology can be distracting.	 Programming 1: Further coding with Scratch (3 lessons: 2-4 only) In this project, pupils learn how to use variables in coding using the more advanced computer-based application called 'Scratch'	 Data Handling: Investigating weather (3 lessons: 1, 3, 4 and 5) In this project, pupils learn how to research and store data using spreadsheets; designing a weather station that gathers and records data; learning how weather forecasts are made and using green screen technology to present a weather forecast.	 Computing Systems and Networks: Collaborative learning (4 lessons: 1, 3, 4 and 5) In this project, pupils learn how to work collaboratively in a responsible and considerate way as well as looking at a range of collaborative tools.	 Programming 2: Computational thinking (4 lessons: 1-4 only) In this project, pupils explore plugged and unplugged activities to develop the four areas of computational thinking
Year 5	 Online Safety (3 lessons: 1, 4 and 5) In this project, pupils learn about app permissions; the positive and negative aspects of online communication; that online information is not always factual; how to deal with online bullying and managing our health and wellbeing.	 Data Handling: Mars Rover 1 (3 lessons: 1, 2 and 4) In this project, pupils learn about the Mars Rover, exploring how and why it transfers data including instructions, and how messages can be sent using binary code	 Computing systems and networks: Search engines (4 lessons: 1-4) In this project, pupils learn about how page rank works and how to identify inaccurate information..	 Programming 1: Music (4 lessons: 1-4) In this project, pupils build-on programming and music skills to create different sounds, beats and melodies which are put to the test with a Battle of the Bands performance!	 Creating Media: Stop motion animation (4 lessons: 1-4) In this project, pupils create animations, storyboard ideas and decomposing a story into small parts before putting together to create the illusion of a moving image.
Year 6	 Online Safety (4 lessons: 1, 2, 4 and 6) In this project, pupils learn to deal with issues online; about the impact and consequences of sharing information online; how to develop a positive online reputation; combating and dealing with online bullying and protective passwords.	 Computing Systems and Networks: Bletchley Park (3 lessons: 1-3) In this project, pupils discover the history of Bletchley and learning about code breaking and password hacking. Demonstrating digital literacy skills by creating presentations.	 Programming: Introduction to Python (4 lessons: 1-4) Using the programming language 'Python', in this project, pupils create designs and art. Learning how to create loops and nested loops to make their code more efficient.	 Data Handling 1: Big Data 1 (4 lessons: 1, 3, 4 and 5) In this project, pupils identify how barcodes and QR codes work. Learning how infrared waves are used for the transmission of data while recognising the uses of RFID..	 Creating Media: History of computers (3 lessons: 3-5) In this project, pupils write, record and edit radio plays set during WWII, learning about how computers have evolved