

Overall Plan

Year	Digital Literacy, Online Safety and ICT				Computational Thinking		
	Strand 0 Key Skills	Strand 1 Communicating: Text and Images	Strand 2 Communicating: Multimedia	Strand 3 Understanding & Sharing Data	Strand 4 Programming A	Strand 5 Programming B	
1	What is a Computer?, Mouse & Keyboard Skills; Logging on; Opening & saving work; Organising files; Searching for information	1.1 How do I use the school computer independently?	2.1 How do I record sounds and pictures?	3.1 How do I present data using pictures?	Algorithms; Programs; Sequence		
		4.1 What is an algorithm?	5.1 What is a program?				
		2	1.2 How do I use a computer as a writer?	2.2 How do I create a multimedia story?	3.2 What is a branching database?	Algorithms; Programs; Debugging	
			4.2 How do I improve my algorithms?	5.2 How do I improve my programs?			
		3	1.3 What makes a good poster?	2.3 How do I use a computer as a musician?	3.3 How do we use databases to find out information?	Sequence; Repetition; Input	
			4.3 How do I use repetition in programs?	5.3 How do I use forever loops in programs?			
4	1.4 How do I use a computer as an artist?	2.4 What makes an excellent multimedia story?	3.4 How is data shared online?	Decomposition; Selection			
	4.4 How do I write efficient programs?	5.4 How do I use selection in a program?					
5	1.5 How do we collaborate online?	2.5 How do I create a radio advert or podcast?	3.5 How do I find and share data safely and responsibly?	Inputs and Outputs; Variables			
	4.5 How do I program physical systems?	5.5 How do I use variables in programs?					
6	1.6 How do I use a computer to present information effectively?	2.6 What makes an excellent film?	3.6 Why do we use spreadsheets?	Variables; Operators			
	4.6 How do I build complex physical systems?	5.6 How do I design complex programs?					

Note: Online Safety is built in throughout the whole unit and is taught throughout PSHE lessons. Digital literacy is also gathered throughout.

Yearly suggested timetable

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Strand 0: Key Skills	Strand 1: Media	Strand 2: Creating Media	Strand 3: Data and Information	Strand 4: Programming A	Strand 5: Programming B

Coverage

	Year A (2022-2023)	Year B (2023-2024)
Class 2	Year 1 Unit	Year 2 Unit
Class 3	Year 3 Unit	Year 4 Unit
Class 4	Year 5 Unit	Year 6 Unit