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| **Term** | **Domain** | **Skills/LO** | **Programs** | **Digital Citizenship** |
| Autumn 1 | E-safety | Understand the need to only select age appropriate content | **Internet**  **APPs:** investigate social media and age appropriateness of them, highlight dangers | *Terminology, Safety and good practice online, Use of Equipment* |
| Autumn 2 | Computers and using computers | independently select and use appropriate software for a task  independently select, use and combine a variety of software to design and create content for a given audience | Provide children with a Topic related task that requires a presentation.  Children to use a variety of software to create presentation/advert. This could include: Draw, powerpoint, word, APPS, film montage, recorded advert | *Terminology, Use of programs, Use of Equipment,* *Technology & our Lives*  *Health/wellbeing*  *Keyboard skills* |
| Spring 1 | Networks | Begin to use internet services to share and transfer data to a third party | Children to set up a class email system to share work with each other and parents  Email | *Safety and good practice online*  *Keyboard skills*  *Health and Wellbeing*  *Technology & our Lives*  *Use of Programs* |
| Spring 2 | Net Searching | use filters in search technologies effectively  use filters in search technologies effectively and appreciate how results are selected and ranked | Give children a range of clues to find a website. Filtering down each time until they find the page that you want them to.  Internet | *Safety and good practice online*  *Keyboard skill*  *Terminology* |
| Summer 1 | Coding | Design, input and test an increasingly complex set of instructions to a program or device  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems  Design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated | Scratch  Code-It | *Use of Programs*  *Terminology*  *Technology & our Lives*  *Keyboard skills*  *Use of equipment* |
| Summer 2 | Coding | Design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user  Use logical reasoning to explain how increasingly complex algorithms work to ensure a program’s efficiency | Scratch  Code-It | *Use of Programs*  *Terminology*  *Technology & our Lives*  *Keyboard skills*  *Use of equipment* |