Evenwood C of E Primary School
Computing Long Term Plan 2023-2024

Curriculum plan
There are 6 key concepts to our computing curriculum: • **Computing systems and networks** – key concepts from the curriculum There are 6 key concepts to our online safety curriculum:

EYFS Computing Long Term Plan

EYFS Aims
Despite computing not being explicitly mentioned in the Early Years Foundation Stage (EYFS) framework, there are many opportunities for young children to use technology to solve problems and produce creative outcomes. Through providing children the opportunity to engage in activities that are based around computer science, information technology, online safety and digital literacy, we are preparing them for the digital world in which they live and ensuring that they are fully prepared to transition into key stage 1.

ELG Content
Physical Development Pupils should be given the opportunity to: - Use their core muscle strength to achieve a good posture when sitting at a table, - Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of 'screen time', - Develop manipulation and control, - Use and remember sequences and patterns of movement. **Understanding the World** Pupils should be given the opportunity to: - Explore how things work, - Have an understanding that repeated actions have an effect.

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy • Self-Image and Identity – 1 activity https://projectevolve.co.uk/toolkit/resources/years/early-years-7/self-image-and-identity/ **Computer Science** • Awesome Autumn – Barefoot Computing **Information Technology** • Turing on and off any device • Navigating a tablet and taking pictures.	**Online Safety and Digital Literacy** • Online Reputation - 1 activity *(deliver on Safer Internet Day)* https://projectevolve.co.uk/toolkit/resources/years/early-years-7/online-reputation/ • Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/early-years-7/managing-online-information/ **Computer Science** • Busy Bodies – Barefoot Computing **Information Technology** • Mouse and keyboard skills	**Online Safety and Digital Literacy** • Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/early-years-7/privacy-and-security/ **Computer Science** • Boats Ahoy – Barefoot Computing **Information Technology** • Create a story board (beginning, middle and end) with support.
Key Vocabulary	**Key Vocabulary**	**Key Vocabulary**
N – safe, creating, pattern, switch R – uncomfortable, collaborating, algorithm, power	N – online, fixing, solving, click R – information, debugging, abstracting, right, left	N – personal, making, thinking, order R – trustworthy, tinkering, logic, sequencing

Suggested Texts	Suggested Texts	Suggested Texts
Pumpkin Soup – Helen Cooper	Me and My Amazing Body – Joan Sweeney	Lost and Found – Oliver Jeffers
Autumn 2	**Spring 2**	**Summer 2**
Online Safety and Digital Literacy • Online Bullying - 1 activity *(deliver during Anti-Bullying Week)* https://projectevolve.co.uk/toolkit/resources/years/early-years-7/online-bullying/ • Online Relationships - 1 activity https://projectevolve.co.uk/toolkit/resources/years/early-years-7/online-relationships/ **Computer Science** • Winter Warmers – Barefoot Computing **Information Technology** • Taking pictures using a tablet	**Online Safety and Digital Literacy** • Health, Well-being and Lifestyle – 2 activities https://projectevolve.co.uk/toolkit/resources/years/early-years-7/health-well-being-and-lifestyle/ **Computer Science** • Springtime – Barefoot Computing **Information Technology** • Create a picture/image based on topic on a computer/tablet.	**Online Safety and Digital Literacy** • Copyright and Ownership – 2 activities https://projectevolve.co.uk/toolkit/resources/years/early-years-7/copyright-and-ownership/ **Computer Science** • Summer Fun – Barefoot Computing **Information Technology** • Create a digital book using the Our Story 2 App
Key Vocabulary	Key Vocabulary	Key Vocabulary
N – unkind, trying, accurate, tablet R – bullying, persevering, precise, technology	N – instructions, feelings, easier, draw R – rules, emotions, simplify, create	N – belong, journey, thinking, order R – ownership, guidance, tinkering, producing
Suggested Texts	Suggested Texts	Suggested Texts
Once upon a time online – David Bedford	The Tiny Seed – Eric Carle	What the Ladybird Heard at the Seaside – Julia Donaldson

Resources can be found at: https://www.barefootcomputing.org/earlyyears

KS1 - Aims
The national curriculum for computing aims to ensure that all pupils: • Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation • Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems • Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems • Are responsible, competent, confident and creative users of information and communication technology.

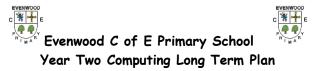| KS1 – Content |
| --- |
| Pupils should be taught to:
• understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
• create and debug simple programs
• use logical reasoning to predict the behaviour of simple programs
• use technology purposefully to create, organise, store, manipulate and retrieve digital content
• recognise common uses of information technology beyond school
• use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. |

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy • Self-Image and Identity – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-one/self-image-and-identity/ Computing system and networks - Technology around us • Technology in the classroom • Using technology • Developing mouse skills • Using a computer keyboard • Developing keyboard skills • Using a computer responsibly Coding week	Online Safety and Digital Literacy • Online Reputation – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-one/online-reputation/ Programming – Moving a robot • Buttons • Directions • Forwards and backwards • Four directions • Getting there • Routes	Online Safety and Digital Literacy • Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-one/managing-online-information/ Creating media – Digital writing • Exploring the keyboard • Adding and removing text • Exploring the tool bar • Making changes to text • Explaining my choices • Pencil or keyboard
Key Vocabulary	Key Vocabulary	Key Vocabulary
Technology, Computer, mouse, trackpad, keyboard, screen, double-click, typing		
Suggested Texts	Suggested Texts	Suggested Texts
Look Inside How Computers Work by Alex Frith (NF)	http://code-it.co.uk/csplanning.html https://swiggle.org.uk/	https://www.commonsensemedia.org/
Autumn 2	Spring 2	Summer 2
Online Safety and Digital Literacy • Online Bullying – 1 activity *(Deliver during Anti-Bullying Week)* https://projectevolve.co.uk/toolkit/resources/years/year-one/online-bullying/ • Online Relationships – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-one/online-relationships/ Creating media – Digital painting • How can we paint using computer? • Using shapes and lines • Making careful choices • Why did I choose that? • Painting all by myself	Online Safety and Digital Literacy • Health, Well-being and Lifestyle – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-one/health-well-being-and-lifestyle/ Data and information – grouping data • Label and match • Group and count • Describe an object • Making different groups • Comparing groups • Answering questions.	Online Safety and Digital Literacy • Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-one/privacy-and-security/ • Copyright and Ownership – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-one/copyright-and-ownership/ Programming – animations • Comparing tools • Joining blocks • Making a change • Adding sprites • Project design • Following my design

• Comparing computer art and painting.		
	Key Vocabulary	**Key Vocabulary**
Algorithm, instruction, prediction, program, command, switch, go, left, right, technology, bee bot.	Debug, sequence, chat, communication, improve, selection, function, scratch Jr, input, outcome, command.	Programming, search engine, www, scroll bar, tabs, pages, block coding, application (app), keyword link, sprite.
Suggested Texts	**Suggested Texts**	**Suggested Texts**
Oxford Reading Tree Read with Biff, Chip and Kipper First Chapter Books: The Enigma Plot https://www.terrapinlogo.com/emu/beebot.html	http://code-it.co.uk/csplanning.html https://www.terrapinlogo.com/emu/beebot.html	http://code-it.co.uk/csplanning.html https://www.terrapinlogo.com/emu/beebot.html https://swiggle.org.uk/

Resources can be found at: https://teachcomputing.org/curriculum/key-stage-1

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy • Self-Image and Identity - 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-two/self-image-and-identity/ Computing system and networks – IT around us • What is IT? • IT in school • IT in the world • The benefits of IT • Using IT safely • Using IT in different ways Coding week	Online Safety and Digital Literacy • Online Reputation – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-two/online-reputation/ Programming – Robot algorithm • Buttons • Directions • Forwards and backwards • Four directions • Getting there • Routes	Online Safety and Digital Literacy • Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-two/managing-online-information/ Creating media – Digital music • How music makes us feel • Rhythms and patterns • How music can be used • Notes and tempo • Creating digital music • Reviewing and editing music
Key Vocabulary	Key Vocabulary	Key Vocabulary
Internet, Computer, connected, drag, spacebar, key, enter, power, backspace, screen shot, key, power button, log on, shut down, mouse, programs.	Private, information, Search engine, app, save, print, monitor camera rotate edit filter, device, electronics, internet.	Image, textbox, keypad, log out, start, CTRL, number pad, right, click, file, save as.
Suggested Texts	Suggested Texts	Suggested Texts
Look Inside How Computers Work by Alex Frith (NF)	http://code-it.co.uk/csplanning.html https://swiggle.org.uk/	https://www.commonsensemedia.org/
Autumn 2	Spring 2	Summer 2
Online Safety and Digital Literacy • Online Bullying – 1 activity *(Deliver during Anti-Bullying Week)* https://projectevolve.co.uk/toolkit/resources/years/year-two/online-bullying/ • Online Relationships – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-two/online-relationships/ Creating media – digital photography • Taking photographs • Landscape or portrait • What makes a good photograph? • Lighting • Effects	Online Safety and Digital Literacy • Health, Well-being and Lifestyle – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-two/health-well-being-and-lifestyle/ Data and information – pictograms • Counting and comparing • Enter the data • Creating pictograms • What is an attribute? • Comparing people • Presenting information	Online Safety and Digital Literacy • Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-two/privacy-and-security/ • Copyright and Ownership – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-two/copyright-and-ownership/ Programming – Programming quizzes • ScratchJr recap • Outcomes • Using a design • Changing a design • Designing and creating a program

• Is it real?		• Evaluting
Key Vocabulary	**Key Vocabulary**	**Key Vocabulary**
Algorithm, instruction, prediction, program, command, switch, go, left, right, technology, bee bot.	Debug, sequence, chat, communication, improve, selection, function, scratch Jr, input, outcome, command.	Programming, search engine, www, scroll bar, tabs, pages, block coding, application (app), keyword link, sprite.
Suggested Texts	**Suggested Texts**	**Suggested Texts**
Oxford Reading Tree Read with Biff, Chip and Kipper First Chapter Books: The Enigma Plot https://www.terrapinlogo.com/emu/beebot.html	http://code-it.co.uk/csplanning.html https://www.terrapinlogo.com/emu/beebot.html	http://code-it.co.uk/csplanning.html https://www.terrapinlogo.com/emu/beebot.html https://swiggle.org.uk/

Resources can be found at: https://teachcomputing.org/curriculum/key-stage-1

KS2 - Aims
The national curriculum for computing aims to ensure that all pupils:

- Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- Are responsible, competent, confident and creative users of information and communication technology.

KS2 – Content
Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy • Self-Image and Identity - 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-three/self-image-and-identity/ Computing systems and networks – Connecting computers • How does a digital device work? • What parts make up a digital device? • How do digital devices help us? • How am I connected? • How are computer connected? • What does our school network look like? Coding week	Online Safety and Digital Literacy • Online Reputation – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-three/online-reputation/ Programming – Sequencing sound • Introduction to scratch • Programming sprites • Sequences • Ordering commands • Looking good • Making an instrument	Online Safety and Digital Literacy • Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-three/managing-online-information/ Creating media – Desktop publishing • Words and pictures • Can you edit it? • Great template • Can you add content? • Lay it out • Why desktop publishing?
Key Vocabulary	Key Vocabulary	Key Vocabulary
Password, shared, documents, folder, privacy, digital, security, font, resize, picture, format, cloud-based networks.	Share, username, word processor, online, URL, background, spell check, layout, shapes, insert, world wide web, text box, presentation, bold, italics,	CAPS Lock, browser, network, slideshow, full screen, slides, template, transition, animation, alignment, transition, animation, screen time.
Suggested Texts	Suggested Texts	Suggested Texts
https://www.freepik.com/free-vector/kids-playing-infographics_1538042.htm	Hacking for Kids (NF)	Technology Timelines: Digital Technology by Tom Jackson (NF)

Autumn 2	Spring 2	Summer 2
Online Safety and Digital Literacy • Online Bullying – 1 activity *(Deliver during Anti-Bullying Week)* https://projectevolve.co.uk/toolkit/resources/years/year-three/online-bullying/ • Online Relationships – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-three/online-relationships/ Creating media – stop-frame animation • Can a picture move? • Frame by frame • What's the story? • Picture perfect	Online Safety and Digital Literacy • Health, Well-being and Lifestyle – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-three/health-well-being-and-lifestyle/ Data and information – branching databases • Yes or no questions • Making groups • Creating a branching database • Structuring a branching database • Using a branching database • Two way of presening information	Online Safety and Digital Literacy • Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/year-three/privacy-and-security/ • Copyright and Ownership – 1 activity https://projectevolve.co.uk/toolkit/resources/years/year-three/copyright-and-ownership/ Programming – Events and actions in programs • Moving a sprite • Maze movement • Drawing lines • Adding features • Debugging movement

• Evaluate and make it great! • Lights, camera, action!		• Making a project
Key Vocabulary	**Key Vocabulary**	**Key Vocabulary**
Timing, page, link, hardware, usb, Bluetooth, output, input, LED, Variable.	Loop, repeat, conditionals, scam, phishing, if, events, sensing, motion, costumes, sprites, backdrop.	Keyword, outcome, interface, script, control, loop, pen down, pen up, variables, x and y values, decomposing, modify, search engines, key word, rankings of searches.
Suggested Texts	**Suggested Texts**	**Suggested Texts**
Technology Scribble Bookby Alice James, Tom Mumbray (NF)	http://code-it.co.uk/csplanning.html https://hourofcode.com/uk	The Little Inventors Handbook A Guide to Becoming an Ingenious Inventor - Dominic Wilcox (NF) http://code-it.co.uk/csplanning.html https://hourofcode.com/uk

Resources can be found at: https://teachcomputing.org/curriculum/key-stage-2

Evenwood C of E Primary School
Year Four Computing Long Term Plan

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy • Self-Image and Identity - 2 activities https://projectevolve.co.uk/toolkit/resources/years/4/self-image-and-identity/ Computing systems and networks – The Internet • Connecting networks • What is the internet made of? • Sharing information • What is a website? • Who owns the web? • Can I believe what I read? Coding week	Online Safety and Digital Literacy • Online Reputation – 2 activities https://projectevolve.co.uk/toolkit/resources/years/4/online-reputation/ Programming – Repetition in shapes • A screen turtle • Programming letters • Patterns and repeats • Using loops to create shapes • Breaking things down • Creating a program	Online Safety and Digital Literacy • Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/4/managing-online-information/ Creating media – Photo editing • Changing digital images • Changing the composition of images • Changing images for different uses • Retouching images • Fake images • Making and evaluating a publication
Key Vocabulary	Key Vocabulary	Key Vocabulary
Password, shared, documents, folder, privacy, digital, security, font, resize, picture, format, cloud-based networks.	Share, username, word processor, online, URL, background, spell check, layout, shapes, insert, world wide web, text box, presentation, bold, italics,	CAPS Lock, browser, network, slideshow, full screen, slides, template, transition, animation, alignment, transition, animation, screen time.
Suggested Texts	Suggested Texts	Suggested Texts
https://www.freepik.com/free-vector/kids-playing-infographics_1538042.htm	Hacking for Kids (NF)	Technology Timelines: Digital Technology by Tom Jackson (NF)
Autumn 2	Spring 2	Summer 2
Online Safety and Digital Literacy • Online Bullying – 1 activity *(Deliver during Anti-Bullying Week)* https://projectevolve.co.uk/toolkit/resources/years/4/online-bullying/ • Online Relationships – 1 activity https://projectevolve.co.uk/toolkit/resources/years/4/online-relationships/ Creating media – Audio production • Digital recording • Recording sounds • Creating a podcast	Online Safety and Digital Literacy • Health, Well-being and Lifestyle – 1 activity https://projectevolve.co.uk/toolkit/resources/years/4/health-well-being-and-lifestyle/ Data and information – data logging • Answering questions • Data collection • Logging • Analysing data • Data for answers • Answering my questions	Online Safety and Digital Literacy • Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/4/privacy-and-security/ • Copyright and Ownership – 1 activity https://projectevolve.co.uk/toolkit/resources/years/4/copyright-and-ownership/ Programming – repetition in games • Using loops to create shapes • Different loops • Animate your name • Modifying a game

• Editing digital recordings • Combining audio • Evaluating podcasts		• Designing a game • Creating our games
Key Vocabulary	**Key Vocabulary**	**Key Vocabulary**
Timing, page, link, hardware, usb, Bluetooth, output, input, LED, Variable.	Loop, repeat, conditionals, scam, phishing, if, events, sensing, motion, costumes, sprites, backdrop.	Keyword, outcome, interface, script, control, loop, pen down, pen up, variables, x and y values, decomposing, modify, search engines, key word, rankings of searches.
Suggested Texts	**Suggested Texts**	**Suggested Texts**
Technology Scribble Bookby Alice James, Tom Mumbray (NF)	http://code-it.co.uk/csplanning.html https://hourofcode.com/uk	The Little Inventors Handbook A Guide to Becoming an Ingenious Inventor - Dominic Wilcox (NF) http://code-it.co.uk/csplanning.html https://hourofcode.com/uk

Resources can be found at: https://teachcomputing.org/curriculum/key-stage-2

Evenwood C of E Primary School
Year Five Computing Long Term Plan

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy - Self-Image and Identity - 2 activities https://projectevolve.co.uk/toolkit/resources/years/5/self-image-and-identity/ Computing systems and networks – systems and searching - Systems - Computing and systems and us - Searching the web - Selecting search results - How search results are ranked - How are searches influenced Coding week	Online Safety and Digital Literacy - Online Reputation – 2 activities https://projectevolve.co.uk/toolkit/resources/years/5/online-reputation/ Programming – Selection in physical computing - Connecting crumble - Combining output components - Controlling with conditions - Starting with selection - Drawing designs - Writing and testing algorithms	Online Safety and Digital Literacy - Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/5/managing-online-information/ Creating media – introduction to vector graphics - The drawing tools - Creating images - Making effective drawings - Layers and objects - Manipulating objects - Create a vector drawing
Key Vocabulary	**Key Vocabulary**	**Key Vocabulary**
Social media, cyber security, toolbar, whatsapp age restriction, software, personal information, chatrooms, direct and private messages, emails	Spreadsheet, cell, data, equation, formula, column, row, sum, average.	Hacking, pop-up format, title, subtitle, audience, subtitle, trim, crop, overlay, thesaurus, cut, past, copy, timings, resize, effects, crop, theme, bullet point, subheading, table, smart art, hyperlink, navigate.
Suggested Texts	**Suggested Texts**	**Suggested Texts**
	https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z8yk87h	

Autumn 2	Spring 2	Summer 2
Online Safety and Digital Literacy - Online Bullying – 1 activity (Deliver during Anti-Bullying Week) https://projectevolve.co.uk/toolkit/resources/years/5/online-bullying/ - Online Relationships – 1 activity https://projectevolve.co.uk/toolkit/resources/years/5/online-relationships/ Creating media – Video production - What is video? - Filming techniques - Using a storyboard - Planning a video	Online Safety and Digital Literacy - Health, Well-being and Lifestyle – 1 activity https://projectevolve.co.uk/toolkit/resources/years/5/health-well-being-and-lifestyle/ Data and information – Flat-file databases - Creating a paper-based database - Computer databases - Using a database - Using search tools - Comparing data visually - Databases in real life	Online Safety and Digital Literacy - Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/5/privacy-and-security/ - Copyright and Ownership – 1 activity https://projectevolve.co.uk/toolkit/resources/years/5/copyright-and-ownership/ Programming – Selection in quizzes - Exploring conditions - Selecting outcomes - Asking questions - Planning a quiz - Testing a quiz

• Importing and editing video • Video evalution		• Evaluating a quiz
Key Vocabulary	Key Vocabulary	Key Vocabulary
Domain, junk mail, refine, browser, advertisements, sponsored, x and y, positional rotation	Illegal, copyright, criminal activity, procedure, expression modify, simplify, mathematical conditionals, conditional, illegal/sensitive data.	System, interactive, hyperlink, cookies, manipulated, electronic, scoring, x and y values, decomposing, Microbits, variable, modify, bias, sponsorship, advertisements, validity, fake news. Python language.
Suggested Texts	Suggested Texts	Suggested Texts
http://code-it.co.uk/csplanning.html https://scratch.mit.edu/projects/31876/ https://www.barefootcomputing.org/	http://code-it.co.uk/csplanning.htm https://scratch.mit.edu/projects/31876/ https://hourofcode.com/uk https://www.barefootcomputing.org/	http://code-it.co.uk/csplanning.html https://scratch.mit.edu/projects/31876/ https://www.barefootcomputing.org/ https://microbit.org/code/

Resources can be found at: https://teachcomputing.org/curriculum/key-stage-2

Autumn 1	Spring 1	Summer 1
Online Safety and Digital Literacy • Self-Image and Identity - 2 activities https://projectevolve.co.uk/toolkit/resources/years/6/self-image-and-identity/ Computing systems and networks – communication and collaboration • Internet addresses • Data packets • Working together • Shared working • How we communicate • Communicating responsibly Coding week	Online Safety and Digital Literacy • Online Reputation – 2 activities https://projectevolve.co.uk/toolkit/resources/years/6/online-reputation/ Programming – Variables in games • Introducing variables • Variables in programming • Improving a game • Designing a game • Design to code • Improving and sharing	Online Safety and Digital Literacy • Managing Online Information – 2 activities https://projectevolve.co.uk/toolkit/resources/years/6/managing-online-information/ Creating media – 3D modelling • Introduction to 3D modelling • Modifying 3D objects • Make your own name badge • Making a desk tidy • Planning a 3D model • Make your own 3D model
Key Vocabulary	Key Vocabulary	Key Vocabulary
Social media, cyber security, toolbar, whatsapp age restriction, software, personal information, chatrooms, direct and private messages, emails	Spreadsheet, cell, data, equation, formula, column, row, sum, average.	Hacking, pop-up format, title, subtitle, audience, subtitle, trim, crop, overlay, thesaurus, cut, past, copy, timings, resize, effects, crop, theme, bullet point, subheading, table, smart art, hyperlink, navigate.
Suggested Texts	Suggested Texts	Suggested Texts
	https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z8yk87h	
Autumn 2	Spring 2	Summer 2
Online Safety and Digital Literacy • Online Bullying – 1 activity *(Deliver during Anti-Bullying Week)* https://projectevolve.co.uk/toolkit/resources/years/6/online-bullying/ • Online Relationships – 1 activity https://projectevolve.co.uk/toolkit/resources/years/6/online-relationships/ Creating media – Web page creation • What makes a good website? • How would you layout your web page? • Copyright or copywrong? • How does it look? • Follow the breadcrumbs	Online Safety and Digital Literacy • Health, Well-being and Lifestyle – 1 activity https://projectevolve.co.uk/toolkit/resources/years/6/health-well-being-and-lifestyle/ Data and information – introduction to Spreadsheets • What is a spreadsheet? • Modifying spreadsheets • What's the formula? • Calculate and duplicate • Event planning • Presenting data	Online Safety and Digital Literacy • Privacy and Security – 2 activities https://projectevolve.co.uk/toolkit/resources/years/6/privacy-and-security/ • Copyright and Ownership – 1 activity https://projectevolve.co.uk/toolkit/resources/years/6/copyright-and-ownership/ Programming – Sensing movement • The micro:bit • Go with the flow • Sensing inputs • Finding your way • Designing a step counter

• Think before you link!		• Making a step counter
Key Vocabulary	**Key Vocabulary**	**Key Vocabulary**
Domain, junk mail, refine, browser, advertisements, sponsored, x and y, positional rotation	Illegal, copyright, criminal activity, procedure, expression modify, simplify, mathematical conditionals, conditional, illegal/sensitive data.	System, interactive, hyperlink, cookies, manipulated, electronic, scoring, x and y values, decomposing, Microbits, variable, modify, bias, sponsorship, advertisements, validity, fake news. Python language.
Suggested Texts	**Suggested Texts**	**Suggested Texts**
http://code-it.co.uk/csplanning.html https://scratch.mit.edu/projects/31876/ https://www.barefootcomputing.org/	http://code-it.co.uk/csplanning.htm https://scratch.mit.edu/projects/31876/ https://hourofcode.com/uk https://www.barefootcomputing.org/	http://code-it.co.uk/csplanning.html https://scratch.mit.edu/projects/31876/ https://www.barefootcomputing.org/ https://microbit.org/code/

Resources can be found at: https://teachcomputing.org/curriculum/key-stage-2