

Pupils should be taught to:

E-Safety

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns and inappropriate behaviour.

Programming

- 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

Multimedia

- 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, system and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Data Handling

- Select, use and combine a variety of software (including Internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

	Autumn 2014	Spring 2015	Summer 2015
Year 5	Then and now database (Hist) Media Reviews-blogging (Lit)	Use 3D programmes to design items. Produce a podcast	Programming a game Introduction to spreadsheets
Year 6	As above but extend skills base for Y6 Animation (creating pics in motion)	Cyber Safety Research Programming a game	Creating a yearbook Charity fundraiser Programming a game