|  | **Autumn**  E-safety and communication | | **Spring**  Programming and Computational thinking | | **Summer**  Digital Literacy | |
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| Phase | Cycle A | Cycle B | Cycle A | Cycle B | Cycle A | Cycle B |
| Years  1 & 2 | Use technology safely and respectfully and know where to go for help and support with content they are unsure of.  A1: My Online Life  A2: Animate with shapes | Recognise common uses of technology beyond school and use technology to organise, store, manipulate and retrieve digital content.  A1: Modern Tales  A2: Minibeasts | Create and debug simple programs and use logical reasoning to predict simple programs.  Sp1: What is a computer  Sp2: Online Buddies | Understand what algorithms are and understand that programs execute simple instructions.  Sp1: Code -tastic  Sp2: Let’s Fix It | Use technology purposefully to create, organise and store manipulate and retrieve digital content.  Su1: Mythical Creatures  Su2: Young Authors | Use technology purposefully to create, organise and store manipulate and retrieve digital content.  Su1: Super Sci-Fi  Su2: Young investigators |
| Years  3 & 4 | Use technology safely, respectfully and responsibly. Recognise acceptable/unacceptable behaviour. Recognise ways to report unsuitable behaviour.  A1: Everyone Can Create: Photo resources - Portraits  A2: Back to the Future | Use search technologies effectively and appreciate how results are selected and ranked. Be discerning in selecting digital Literacy.  A1:We are Publishers  A2: Hurray For Holywood | Design, write and debug simple programs  Sp1: We Love Games  Sp2: My First Program | Use sequence and repetition in programs  **(Lego Wedo)**  Use logical reasoning to explain how some algorithms work and to detect errors. **(Microbits)**  Sp1: Use LegoWedo and look at projects on their website.  Sp2: Use Microbits to code (look at BBC Website) | Be discerning in selecting digital Literacy.  Select, use and combine a variety of software on a range of digital literacy devices to design and create and accomplish a given goal.  Su1: Going for Gold  Su2: Final Score | Select, use and combine a variety of software on a range of digital literacy devices to design and create and accomplish a given goal. This should include collecting, analysing, evaluating and presenting data/information.  Su1: Get Blogging  Sum2: We’ve Got the Power. |
| Years  5 & 6 | Use technology safely, respectfully and responsibly. Recognise acceptable/unacceptable behaviour. Recognise ways to report unsuitable behaviour.  A1: Image filtering and airbrushing - effect of Social Media  A2: Code breakers | Use search technologies effectively and appreciate how results are selected and ranked. Be discerning in selecting digital Literacy.  A1: Interactive Art Exhibition  A2: Grand Designs | Design, write and debug programs to accomplish a specific goal, including controlling physical systems. Solve problems by decomposing them into smaller parts.  Sp1: Cars  Sp2: Appy Times Part 2 | Use sequence, selection and repetition in programs: work with variables with input and output. **(Lego Wedo, and Microbits)**  Use logical reasoning to explain how some algorithms work and to detect errors. **(Microbits)**  Sp1: Use Microbits (Use BBC Microbits website for planning)  Sp2: Use Lego Wedo (see website for planning) | Be discerning in selecting digital Literacy.  Select, use and combine a variety of software on a range of digital literacy devices to design and create and accomplish a given goal.  Su1: Let’s Change the World  Su2: Young Authors | Select, use and combine a variety of software on a range of digital literacy devices to design and create and accomplish a given goal. This should include collecting, analysing, evaluating and presenting data/information.  Su1: Stocks and shares  Sum2: Website Designers |
| Progression of Skills | Use of Camera Image Manipulation  eSafety |  | Computational Thinking  Coding  Debugging |  | Digital Literacy Skills  Animation Skills  Desktop Publishing Skills |  |