HT1; ICT & Research	HT2; Digital Literacy	HT3; E-Safety
This module focuses on the key computing skills pupils will need in the future. KS1 look at the technology around us and the role it plays in the modern world. Pupils start identifying technology in the classroom and the school before advancing to the home, supermarkets, and beyond. KS2 are introduced to key historical figures in Computing and produced a Presentation complete with exported spreadsheets and fact files. Year 1 Technology Around Us Year 2 Technology Around Us Year 3 Ada Lovelace Year 4 Steve Jobs Year 5 Alan Turing Year 6 Women in Computing	Pupils use technology to express their creativity and imagination. In KS1, pupils learn the fundamental skills for using an iPad that will help them through their computing journeys. KS2 explore multiple industries and learn how technology plays a role in the modern world. Through collaboration, creative briefs, and feedback, pupils produce work with their own personal touch on it. Year 1 There's an App for That! Year 2 3D Building Year 3 Minecraft Architecture Year 4 Movie Trailers Year 5 Photography and Editing Year 6 Animation	Our E-Safety module aligns with Safer Internet Day in February. Based on the UKCIS framework, pupils develop ICT skills to create posters and E-Safety Guides. In KS1, pupils focus on a different strand of E-Safety each week (trusted adult, passwords, search engines, etc.), producing a new page demonstrating their understanding. In KS2, pupils are given the opportunity to share their experiences and opinions on using the internet. Each week presents a new topic of discussion before working towards a poster offering advice on one specific area. Year 1 E-Safety Guide Year 2 E-Safety Guide Year 3 Stop Block Tell poster Year 4 Cyber-Bullying poster Year 5 Misinformation poster Year 6 Multi-media poster

HT4; Computer Science	HT5; Robotics	HT6; Cross Curricular
Pupils develop fundamental skills in coding through a series of challenges and projects. KS1 learn that computers need specific instructions to complete a task. By using image-based blocks, pupils begin to analyse, debug, and predict the outcome of their code. KS2 use text-based block instructions, developing their computing vocabulary further and coding to a specific brief. Year 1 Book Creator Year 2 TinkerBlocks Year 3 Interactive Postcards Level 1 Year 4 Interactive Postcards Level 2 Year 5 Game Studio Year 6 App Developers	In KS1, pupils progress to creating a series of mini-games using more complex processes and instructions. In KS2, pupils progress to coding an external device; allowing pupils to see their code performed in the classroom not just the iPad. By the end of the term, pupils will have a portfolio of programs built using a multitude of coding skills. Year 1 Coding the Seasons Year 2 Mini-Games Year 3 Basic commands & algorithms Year 4 Loops & Functions Year 5 Conditionals Year 6 Variables	By this time, the national curriculum has been covered and our Cross-Curriculum module allows pupils to use their developed computing skills to create further resources for other subjects e.g., creating a digital fact file for History using the apps and skills we have developed throughout the year. A good example for year 6 is to use a 3D design app 'TinkerCad' to develop extra skills, whilst creating something that links into other lessons. This term can also be used to catch up on any missed sessions due to school trips, exams, etc.