


































	Autumn 1	Autumn 2	Spring 1 (Safer Internet Day February)	Spring 2	Summer 1	Summer 2
Year 1	 Technology around us	 Digital painting	 Grouping data	 Moving a robot	 Digital writing	 Introduction to animation
Year 2	 Making music	 Discovery Coding- <i>On the move</i>	 IT around us	 Discovery Coding- <i>Simple inputs</i>	 Digital Photography	 Pictograms
Year 3	 Discovery Coding- <i>Different kinds of inputs</i>	 Connecting computers	 Branching databases	 Desktop publishing	 Discovery Coding- <i>Buttons and instructions</i>	 Animation
Year 4	 The internet	 Audio editing	 Discovery Coding- <i>Sequence and instructions</i>	 Photo editing	 Data logging	 Discovery Coding- <i>Conditional events</i>
Year 5	 Discovery Coding- <i>Introduction to variables</i>	 Sharing information	 Vector drawing	 Discovery Coding- <i>Repetition and loops</i>	 Video editing	 Flat-file databases

Year 6	 Communication	 Discovery Coding- <i>Speed, directions and coordinates</i>	 3D modelling	 Web page creation	 Discovery Coding- <i>Random numbers and simulations</i>	 Spreadsheets
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Resources

KS1

Software and hardware overview

Requirements for pupils – below

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative

	Desktop or laptop	Chromebook	Tablet	Software or hardware
1.1 Technology around us	✓	✓	●	paintz.app
1.2 Digital painting	✓	✓	●	Microsoft Paint or similar
1.3 Moving a robot				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
1.4 Grouping data	✓	✓		Google Slides or Microsoft PowerPoint
1.5 Digital writing	✓	✓	●	Google Docs or Microsoft Word
1.6 Programming animations	●	●	✓	ScratchJr
2.1 Information technology around us	✓	✓		Google Slides or Microsoft PowerPoint
2.2 Digital photography	✓		●	Digital camera
2.3 Robot algorithms				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
2.4 Pictograms	✓	✓	●	j2data Pictogram
2.5 Making music	✓	✓	●	Chrome Music Lab
2.6 Programming quizzes	●	●	✓	ScratchJr

LKS2

Software and hardware overview

Requirements for pupils – below

	Desktop or laptop	Chromebook	Tablet	Software or hardware
3.1 Connecting computers	✓	●	●	Painting program (any)
3.2 Stop-frame animation	●	●	✓	iMotion (app for iOS)
3.3 Sequencing sounds	✓	✓	●	Scratch
3.4 Branching databases	✓	✓	●	j2data Branch and Pictogram
3.5 Desktop publishing	✓	●		Adobe Spark
3.6 Events and actions in programs	✓	✓	●	Scratch
4.1 The internet	✓	✓	✓	Various websites
4.2 Audio production	✓			Audacity
4.3 Repetition in shapes	✓	●	●	FMSLogo
4.4 Data logging	✓	+	+	Data logger and associated software
4.5 Photo editing	✓	●		Paint.NET (for Microsoft Windows)
4.6 Repetition in games	✓	✓	●	Scratch

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative + Data loggers that work with Chromebooks or tablets are available. Check with suppliers.

Downloads- Audacity, Paint.net

3.2- *I can animate* can be used instead of iMotion.

3.5- Adobe Spark is now Adobe Express.

UKS2

Software and hardware overview, cont.

Requirements for pupils – below

	Desktop or laptop	Chromebook	Tablet	Software or hardware
5.1 Systems and Searching	✓	✓		Google Slides
5.2 Video production	✓	●	●	Microsoft Photos (for Microsoft Windows 10)
5.3 Selection in physical computing	✓	✓		Crumble controller + starter kit + motor
5.4 Flat-file databases	✓	✓	●	j2data Database
5.5 Vector drawing	✓	●		Google Drawings
5.6 Selection in quizzes	✓	✓		Scratch
6.1 Communication and collaboration	✓	✓		Google Slides
6.2 Webpage creation	✓	✓		Google Sites
6.3 Variables in games	✓	✓		Scratch
6.4 Introduction to spreadsheets	✓	✓	●	Google Sheets or Microsoft Excel
6.5 3D modelling	✓	✓	●	Tinkercad
6.6 Sensing	✓	✓	●	micro:bit and Microsoft MakeCode

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative

Downloads- Microsoft Photos?, Google Drawings, Google Sites