

Autumn	Spring	Summer	
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am kind and responsible</p> <p>Agree class internet rules based on personal responsibilities. (AUP) Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am safe</p> <p>Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am healthy</p> <p>Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.</p>	
<p>TIOL 1 - CORE</p> <p>Year 1 Discovering My Technology 2 sessions</p> <ul style="list-style-type: none"> • Play I Spy of technology • Work in groups to search out technology around the school and discuss purposes • Search for technology at home • Discuss who uses technology and why • Play I Spy of technology at home 	<p>Multimedia 1 – CORE</p> <p>Year 1 Describing My Toys 3-5 sessions</p> <ul style="list-style-type: none"> • Use online activity to add text to an image • Record an image; upload it to a computer / check it is on camera roll of tablet • Use software or app to label photo • Create an interactive story • Present work to peers 	<p>Programming 1 - CORE</p> <p>Year 1 Move My Bee-Bot 3 sessions</p> <ul style="list-style-type: none"> • Give instructions to partners • Use counters to investigate Bee-Bot movement • Draw 'town' in pairs • 'Write' programs to move around town • Use word algorithm 	
<p>Programming – CHOICE</p> <p>Espresso coding 1a 6 sessions</p>	<p>TIOL 2 – CHOICE</p> <p>Year 1 Technology and My Toys 3 sessions</p> <ul style="list-style-type: none"> • Complete and compare an offline and online jigsaw puzzle • Explore and retrieve information from a website • Discuss the devices children play games 	<p>Handling Data 2 – CHOICE</p> <p>Year 1 Present My Weather Information - 4 sessions</p> <ul style="list-style-type: none"> • Collect data about weather or shadows • Use 2Simple 2Count or online pictograph maker by Primary School ICT to create a pictograph 	
<p>Multimedia 3 – CHOICE</p> <p>Year 1 Making My Animated People 6 sessions</p> <ul style="list-style-type: none"> • Create simple flipbook animation • Experiment with Pivot Stick software • Make a character walk • Predict what will happen with changes to timing and size of movements 	<p>Programming 3 – CHOICE</p> <p>Year 1 My Moves on screen with 2Go or JIT 4 sessions</p> <ul style="list-style-type: none"> • Use 2Go/JIT program to move car around village • Link back to Bee-Bot town activity • Challenge with turning level of 2Go • Draw house with 2Go/JIT 	<p>Programming – CHOICE</p> <p>Espresso coding 1b 7 sessions</p> <p>Extra lessons: Research 'Habitats', 'plants' and 'birds' topics using safesearch kidz.</p>	
<p>Extra lessons: Create a firework picture using DAZZLE software. Research 'Animals' and Victorians topics using safe search kidz website.</p>	<p>Extra lessons: Research 'Materials', 'helpful heros' and 'castles' topics using safesearch kidz.</p>	<p>Open Ended Challenge</p> <p><u>Identify an appropriate challenge</u> to allow children to</p> <ul style="list-style-type: none"> • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing 	
			<p>Basic Skills (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> • Use passcode on a tablet and log in on laptop/PC. • Use home button on a tablet. • Develop coordination and motor skills in operation a mouse or roller pad on a laptop or PC. • Open a document or other file on a laptop/PC. • Open appropriate App or Home screen link on a tablet. • Take a photo and open camera roll on a tablet. • Follow a hyperlinked image to a website using a laptop or PC. • Follow links to find information • Use keyboard to find the letters of your name or basic spellings. (Encourage use of left and right hands.) • Use uppercase key for a capital letter. • Use space bar between words.
			<p>Additional activities to develop computational thinking</p> <p>Simon Says (10 minutes)</p> <ul style="list-style-type: none"> • Play Simon Says with the class. • Discuss how this activity is dependent on properly being able to give and follow instructions. • Explain how providing clear instructions is critical to computer programming. <p>https://www.scratchjr.org/teach.html</p> <p><u>Crazy Character Algorithm</u> (30 minutes)</p> <ul style="list-style-type: none"> • Create a set of instructions on how to draw a crazy character. • Start to understand what algorithms are. <p>Sign up free to Barefoot Computing.</p>

