<table>
<thead>
<tr>
<th>Autumn</th>
<th>Spring</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>e-Safety - planned within PSHE / Citizenship using Somerset BYTE Awards</strong></td>
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<tr>
<td><strong>I am kind and responsible</strong></td>
<td><strong>I am safe</strong></td>
<td><strong>I am healthy</strong></td>
</tr>
<tr>
<td>Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.</td>
<td>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.</td>
<td>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.</td>
</tr>
</tbody>
</table>

### Programming 1 - CORE

**Year 5 Scratch My Roman Numerals 5 sessions**
- Review knowledge of Scratch
- Use Scratch to help count in number sequences
- Create a program that counts in number sequences
- Record voices to add to Scratch counting program
- Create a program to count in Roman numerals
- Combine counting programs

### Multimedia 1 – CORE

**Year 5 Presenting My Persuasion 5 sessions**
- Consider what makes a presentation interesting
- Design a presentation to persuade an audience about a particular viewpoint or argument
- Compare two presentation tools
- Make a presentation on a topic to support learning

### Programming 4 – CHOICE

**Year 5 Ping My Scratch Game 6 sessions**
- Make sprite move using a limited number of blocks
- Make a Maths Cat that solves number puzzles
- Use Scratch to create a Ping Pong game, controlling two sprites and including variables and sounds in their program

### Handling Data 1 – CORE

**Year 5 Discovering My Solar System 4 sessions**
- Collect, record and analyse data about planets using 2Investigate
- Interrogate each other’s databases

### TIOL 2 – CHOICE

**Year 5 Exploring My World 2 sessions**
- Explore the world using Google Earth and look at the layers of information contained in the tool
- Create and record a virtual tour from their home to school and another destination
- Create a presentation about their dream destination

### Handling Data 2 – CHOICE

**Year 5 Measuring Rainfall and My Water Usage 3 sessions**
- Explore data to conserve water
- Learn about computer modelling
- Produce chart to show rainfall and interpret graph about animals

### Programming 3 – CHOICE

**Year 5 Discovery Coding 4 sessions**
- Discuss how music affects our impression of a video clip and the way we feel
- Create a piece of music to accompany fictional writing and add atmosphere
- Find sound effects to add to a piece of writing
- Record story and combine narration with sound

### Multimedia 3 – CHOICE

**Year 5 My Sound, My Mood 2 sessions**
- Discuss how music affects our impression of a video clip and the way we feel
- Create a piece of music to accompany fictional writing and add atmosphere
- Find sound effects to add to a piece of writing
- Record story and combine narration with sound

### Additional unplugged activities to reinforce computational thinking

#### 2D Shape Drawing (40 minutes)
- Follow an algorithm to draw pictures constructed from 2D shapes.
- The algorithms they follow will include errors and children will use logical reasoning to detect and correct these.

#### Robotic Paper Cups (50 minutes)
- Children split into groups
- ‘Robot’ from each group set a different task outside classroom
- Groups create algorithm and program for cup stack
- ‘Robot’ is programmed to build stack

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