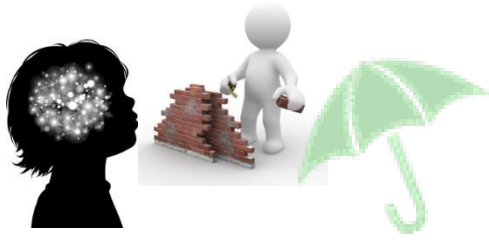


Autumn	Spring	Summer	 Basic Skills (to support my learning across the curriculum) • Use passcode on a tablet and log in on laptop/PC. • Use home button on a tablet. • Develop coordination and motor skills in operation a mouse or roller pad on a laptop or PC. • Open a document or other file on a laptop/PC. • 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. Additional activities to develop computational thinking Simon Says (10 minutes) • 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. https://www.scratchjr.org/teach.html Crazy Character Algorithm (30 minutes) • Create a set of instructions on how to draw a crazy character. • Start to understand what algorithms are. Sign up free to Barefoot Computing.
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards I am kind and responsible Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards I am safe 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.	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards I am healthy 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.	
Handling Data 3 – CHOICE Year 1 Showing My Feelings 3 sessions • Use feelings screen in 2Count/JIT5 or with an app to show how children are feeling • Talk about using technology • Use same screen to show how they feel when they use technology	TIOL 1 - CORE Year 1 Discovering My Technology 2 sessions • 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	Programming 1 - CORE Year 1 Move My Bee-Bot 3 sessions • Give instructions to partners • Use counters to investigate Bee-Bot movement • Draw 'town' in pairs • 'Write' programs to move around town • Use word algorithm	
Multimedia 1 – CORE Year 1 Describing My Toys 3-5 sessions • 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	Programming 3 – CHOICE Year 1 My Moves on screen with 2Go or JIT 4 sessions • 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	Handling Data 2 – CHOICE Year 1 Present My Weather Information - 4 sessions • Collect data about weather or shadows • Use pictograph software to create a pictograph	
	Multimedia 2 – CHOICE Year 1 Filming in My Background 4–5 sessions • Present information to an audience using green screening. • Prepare/practise and record their green screen film • Review the films made	Open Ended Challenge Identify an appropriate challenge to allow children to • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing	