

Autumn	Spring	Summer	
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.	 Basic Skills (to support my learning across the curriculum) - Securely access a variety of devices and online resources - Store documents and videos online where they can be accessed by themselves and shared with others - Use knowledge of software and apps to combine technologies to support my learning - Recognise file types for text, image and video files - Use a range of search filters e.g. +, -, or, info: advanced searching, file type - Effectively use right click menu within documents and presentations - Save as a particular file type - Select menu options within a variety of apps - Create tables - Use find and replace when editing documents
Handling Data 3 – CHOICE Year 6 Checking My Fitness 2 sessions - Use datalogger or app to check heart rate before and after exercise - Use technology to investigate what happens when you exercise	Programming 1 - CORE Year 6 Test My Topic with Scratch 8 sessions - Create a Times Table quiz - Plan a game adapting Times Table quiz for a quiz game - Collect/create sound and image files to use Plan an algorithm for a game - Program the game in Scratch using variables to add a score - Continue to test game while making it	Handling Data 1 – CORE Year 6 Answer My Questions 4 sessions - Consider data and information - Identify data about Olympics - Explore online databases - Plan an investigation using the databases - Present the outcomes of their investigation to others	
Multimedia 2 – CHOICE Year 6 My Non-Linear Presentation 4 sessions - Complete a basic skills checklist of skills - Discuss non-linear presentations Plan a non-linear presentation based on a class topic - Choose images for a topic and apply to a master slide - Add internal hyperlinks, weblinks, animation, sound and transitions	Multimedia 1 – CORE Year 6 Sell My School 2 sessions - Look another school's promotional video to attract parents, children and staff - Discuss how they can promote their own school - Form a production team to create a promotional video for their school - Use a range of multimedia techniques in their video	TIOL 2 – CORE Year 6 Using My Information 4 sessions - Use resources to build children's understanding of search engines - Search the internet to find information - Children discover how to check reliability - Make sure sources of information are acknowledged	
Programming 1 - CORE Year 6 Test My Topic with Scratch 8 sessions - Create a Times Table quiz - Plan a game adapting Times Table quiz for a quiz game - Collect/create sound and image files to use Plan an algorithm for a game - Program the game in Scratch using variables to add a score - Continue to test game while making it	TIOL 1 - CORE Year 6 Move My Information 3-5 sessions - Build a list of the different services the Internet provides - Increase understanding of how the internet works - Present 'How the internet works' - Optional learning about redundancy and tracing where websites are hosted	Programming 2 – CHOICE Year 6 My Topic Model 3 sessions - Select appropriate programming software to use to create a simulation - Plan and prepare an interactive model of a system in the human body - Program the parts of model - Explore the online programming community to identify how this can help	Additional unplugged activities to reinforce computational thinking <u>Prinigma Machine</u> (2 x 45 minutes) - Make a Prinigma machine - Decipher and send a message - Understand how the Enigma machine worked <u>Logical Number Sequences</u> (45 minutes) - Explain the rule for a number sequence and predict which number(s) comes next - Use logical reasoning as they work out and explain their algorithms. Sign up free to Barefoot Computing. <u>Intelligent Piece of Paper</u> (30 - 40 minutes) - Can a human being beat a piece of paper at noughts and crosses? - Think about 'What is a program?'