

Overview of Subject EYFS – Y6

EYFS – cover aspects of safety online throughout the year

Shows an interest in technological toys with knobs or pulleys, or real objects.	Knows that information can be retrieved from computers.	Interacts with age-appropriate computer software.	Completes a simple program on a computer	Recognise that a range of technology is used in places such as homes and schools.	Select and use technology for particular purposes.
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Cycle 1

Key Stage 1 – teach a lesson of e-safety per half term

Getting Started Login, navigate and mouse skills	Programming: Bee-Bot Programming functions and capabilities	Algorithms Unplugged Algorithms in real life	Digital Imagery Photo capture and editing	Introduction to Data Gathering and recording animal data	Rocket to the Moon Keyboard skills, sequencing and debugging in a rocket project
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Lower Key Stage 2 - teach a lesson of e-safety per half term

Safe communication online cyberbullying	Programming: Scratch Programming apps	Journey Inside a Computer Inputs/outputs and purpose	Networks Sharing information and the internet	Digital Literacy Creating book trailers	Top Trumps Databases Understanding and using databases
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Upper Key Stage 2 - teach a lesson of e-safety per half term

Online Safety Potential dangers and safety	Micro: bit The meaning and purpose of programming	Sonic Pi Music programming apps	Mars Rover 1 Data transfer and binary code	Mars Rover 2 3D design skills
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Cycle 2

Key Stage 1 - teach a lesson of e-safety per half term

What is a Computer? Inputs/Outputs and Uses	Word Processing Touch typing and staying safe online	Programming: Scratch JR Programming apps	Algorithms and Debugging Programming: Plugged-In and Unplugged	International Space Station Data collection, display and interpretation	Stop Motion Storyboarding then creating simple animations
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Lower Key Stage 2 - teach a lesson of e-safety per half term

Investigating weather Researching and storing data and green screen video	The Internet Websites and data transfer	Website Design Website creation and Google Sites	HTML Editing the HTML and CSS of a web page to change the layout of a website and the text and images	Computational Thinking Plugged and unplugged activities to develop the four areas of computational thinking
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Upper Key Stage 2 - teach a lesson of e-safety per half term

Intro to Python Using the programming language	Search Engines Research skills and finding accurate information	Big Data 1 Barcodes, QR codes and RFID	Big Data 2 Data usage and smart schools	Skills Showcase Designing and promoting a new product
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