YEAR & TOPIC	OUTCOME	SOFTWARE/APPS	STRANDS	NC OBJECTIVES
Y1 Me and my world	Introduction to online safely and the dangers of the internet. Create a class presentation. Predicting where something will end up. Instructions/ Inputting instructions. Create an simple instruction verbally, then on the white board and finally in the form of an algorithm for the beebot	Class Flipchart Powerpoint/Keynote Beebots	Digital Literacy Computer Science	**KS1f** Online safety (digital literacy): using technology safely and respectfully, , keeping personal information private and knowing where to go for help **KS1a** understand algorithms are precise and unambiguous instructions and that programs are a collection of algorithms to achieve a goal **KS1b** create and debug simple programs **KS1c** predict the outcome of simple algorithms
Y2 Africa Uncovered	e-safety link - making posters Geography - maps and directions – navigate from one part of the map to the other using a combination of algorithms to create a program Science - make a powerpoint about animals and habitats	Keynote Beebot App Powerpoint	Digital Literacy Computer Science Information Technology	**KS1f** Online safety (digital literacy): using technology safely and respectfully, keeping personal information private and knowing where to go for help **KS1a** understand algorithms are precise and unambiguous instructions and that programs are a collection of algorithms to achieve a goal **KS1b** create and debug simple programs **KS1c** predict the outcome of simple algorithms **KS1d** use technology purposefully to create, organise, store, change and find digital content
Y3 World War 2	Multimedia Propaganda poster e-safety quiz	Publisher Word Pages Keynote Powerpoint	Information Technology Digital Literacy	**KS2e** using search technologies (i.e. google) effectively and discerning manner, appreciate how results are selected and ranked **KS2f** select, use and combine different software to create content and accomplish goals, including collecting, analysing, evaluating and presenting data and information **KS2g** Online safety (digital literacy): using technology safely and respectfully, recognise acceptable/unacceptable behaviour, keeping personal information private and knowing where to go for help

	Animation using figures	Pivot Animator	Information Technology	**KS2f** select, use and combine different software to create content and accomplish goals, including collecting, analysing, evaluating and presenting data and information
Y4 Ancient Egypt	Animated Egyptian Story	Scratch	Computer Science	**KS2a** Algorithms/programs - Create and check by breaking down into smaller parts. **KS2b** use sequence, selection, and repetition in programs; work with variables and various forms of input and output **KS2c** explain how simple algorithms work **KS2e** using search technologies (i.e. google) effectively and in discerning manner, appreciate how results are selected and ranked
Y5 Coastal Erosion	Graph illustrating rate of coastal erosion Discussion based TV report	Excel DoInlk	Information Technology	**KS2f** select, use and combine different software to create content and accomplish goals, including collecting, analysing, evaluating and presenting data and information
Y6 The Amazon	eSafety quiz aimed at UKS2 children	Quizmaker	Digital Literacy	**KS2g** Online safety (digital literacy): using technology safely and respectfully, recognise acceptable/unacceptable behaviour, keeping personal information private and knowing where to go for help
	Game inspired by creatures and life in the Amazon	Scratch	Computer Science	**KS2f** select, use and combine different software to create content and accomplish goals, including collecting, analysing, evaluating and presenting data and information
	Practical Activity – Exploring how Networks work Creating a video game based on the Amazon	Practical Activity	Computer Science	**KS2d** Understand how information is shared using networks, understand that the internet is a global network, understand that intranets are usually local networks, understand the web, email and apps are the most common ways we use the internet
			Information Technology	**KS2e** using search technologies (i.e. google) effectively and in discerning manner, appreciate how results are selected and ranked