

AUTUMN TERM - Mouse and Keyboard Skills (4-6 hours)

Progression of skills

1. Move the mouse or trackpad and left click to select an object.
2. Drag and drop with mouse or trackpad to move objects around the screen.
3. Find letters or numbers on a keyboard.
4. Begin touch typing with home row keys.

SPRING TERM Part 1 Teacher Lead - E-Safety (1-2 hours)

National Curriculum Content

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Progression of skills in this pack

1. Understand what personal information is and why we keep personal information private.
2. Why do websites want personal information?
3. Identify when and where to go for help when concerned.

SPRING TERM Part 2 - Digital Art (1-2 hours)

National Curriculum Content

Use technology purposefully to create digital content.

Progression of skills in this pack

1. Change the colour of individual pixels to accurately re-create basic artwork.
2. Make changes where required.
3. Change the colour of individual pixels to accurately re-create detailed artwork.

SPRING TERM Part 3 - Design (1-2 hours)

National Curriculum Content

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Progression of skills in this pack

1. Change the colour and pattern of elements.
2. Position and rotate objects on a design.
3. Position objects in relation to each other.
4. Resize, rotate, flip and arrange objects behind/in front of each other.

SPRING TERM Part 4 - Text and Images (3-4 hours)

National Curriculum Content

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Progression of skills in this pack

1. Add, move and resize images. Add text and adjust size and placement.
2. Add, resize and place images on a page then add and position text to label and describe images.
3. Use word banks to write sentences about images.

SUMMER TERM Part 1- Comic Creations (1-2 hours)

National Curriculum Content

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Progression of skills in this pack

1. Add, resize and organise colour or picture backgrounds.
2. Add, resize, organise characters/object to different panels.
3. Add narration using text and direct speech using speech bubbles.

SUMMER TERM 2 Part 2 - Music Creations (1-2 hours)

National Curriculum Content

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Progression of skills in this pack

1. Create a rhythm using a pattern of beats.
2. Create digital sounds using patterns and shapes.
3. Create a simple melody using patterns and adjust tempo.

SUMMER TERM Part 3 - Introduce Programming

National Curriculum Content

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

Progression of skills in this pack

1. Place instructions into the correct order (sequence) to make something work.
2. Use direction arrows to move an on-screen object (character/sprite) to achieve an objective.
3. Predict a route and sequence direction commands (algorithm) to achieve an objective.

Correct the errors if necessary (debug).

4. Predict a route and sequence distance commands to program an on-screen object to achieve an objective.
5. Predict and sequence movement and pen commands to program the drawing of different 2D shapes.
6. Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.