



Townfield Primary School ICT Curriculum Map 2020-2021

	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Reception	<p>Digital literacy Look at different types of technology. Use basic technology safely in the classroom. To take photos and use a APP. To use lean basic safely rules associated with internet use.</p>	<p>Digital literacy / Information Technology Who can help us online. Communicating online and sharing online. Using QR codes to access pictures on the internet. Children play an online game. How to type key words into a search engines. Children learn simple online safety rules.</p>	<p>Computer Science (Robots) Computing (computational thinking and coding). Giving instructions to complete tasks. Algorithms Children learn to experiment controlling a range of 'toys' using remote controls and do this with purpose and direction.</p>	<p>Information Technology: (Talking Technology): Select tools in A range of APPs to add features, such as photos, video and audio. How to document their own learning in an APP.</p>	<p>Information Technology (Animal Safari): This unit helps children use iPads/ tablets independently to collect and record information. The children will learn about opening apps, scanning QR codes, taking photos and recording information in a tally chart. Includes a range of continuous provision activities</p>	<p>Information Technology and Basic Skill Review (Beats and Rhymes) The children will use simple sound recording apps and music creation apps to make their own musical loops. – The Storm Whale</p>
Year 1	<p>Digital literacy: (Modern Tales) Rules of online safety and communication. To scan QR codes. To take a photograph. Personal data and trusted adults. Purple Mash Link: Unit 1.1 Online Safety</p>	<p>Digital literacy: (My Online Life) Who can help us online. Communicating online and sharing online. Online bullying Finding information online. How to behave online</p>	<p>Computer Science: (What is a computer) How a computer works. Hardware and Software. Communicating online</p>	<p>Information Technology: (Minibeasts) Classify, gather and present information.</p>	<p>Information Technology: (Animate Purple Mash) Children create an animation.</p>	<p>Computer Science (My Friend the Robot) Children will explore a variety of unplugged activities and online coding games learning about sequencing, algorithms, debugging and how to create a simple program.</p>



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<p>Year 2</p>	<p>Digital literacy: (Online Buddies) Friendship online Dos and don'ts of communicating with technology Sharing work and writing comments to others. online bullying behaviour, Self image and identity Purple Mash Link: Unit 2.1 Online Safety – 2 lessons only</p>	<p>Digital literacy: (My Online Life) Who you trust when working online. Dealing with online bullying and the consequences of bullying online. Posting and commenting online safely. What to believe online. Keeping our online lives secure.</p>	<p>Computer Science: (Code a story) Illustrating a story Animated story using visual coding.</p>	<p>Information Technology: (Story Land) Creating illustrations for a story. Creating an audiobook to publish online.</p>	<p>Information Technology: (Heads up) The children play a computing focused game of charades and then create their own version.</p>	<p>Digital literacy/ Information Technology: (Presentation/Typing Skills) The children will learn to use presentation software and develop their keyboard skills in order to present their ideas.</p>
<p>Year 3</p>	<p>Digital literacy: Self-image/ online identity Online relationships Online reputation Online bullying Managing online information Privacy and security Copyright and ownership</p>	<p>Computer Science: create a simple programme.</p>	<p>Information Technology: Basic Computer Skills (word processing, spreadsheets, PowerPoint presentations, keyboard skills)</p>	<p>Information Technology: create an e-book</p>	<p>Computer Science: programme a floor-bot</p>	<p>Computer Science: create a computer game in Scratch.</p>
<p>Year 4</p>	<p>Digital literacy: Digital footprint (phishing and scams) Personal and private information Cyberbullying Risks and benefits of installing software Plagiarism Online communication (catfishing, grooming)</p>	<p>Computer Science: create computer game using Scratch.</p>	<p>Information Technology: Create eBook including text, illustrations and audio.</p>	<p>Computer Science: interactive animation using Scratch</p>	<p>Computer science: create a 3D world (simulation)</p>	<p>Information technology: film animation sequence</p>



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Year 5	Digital Literacy: Cyberbullying Social networks Online communication Copyright Risks of online-gaming/PEGI ratings	Computer Science: Create a 2-player game using Scratch.	Computer Science: build a basic webpage.	Computer Science: create a podcast	Computer Science: interactive art exhibition (AR)	Information technology: introduction to binary code
Year 6	Digital Literacy: Information sharing on social networks. Sexting/grooming Digital footprint Cyberbullying Copyright Risks of online-gaming/PEGI ratings	Computer Science: create a Heroes and Villains style game using Scratch.	Computer Science: learn the basics of coding in Python.	Information Technology: Create an e-book including, text, illustrations and audio.	Computer Science: Children will be introduced to the role of an App Developer. They will design and prototype an app for their school using Keynote.	Computer Science: binary code.