

<u>Autumn</u>			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing:	Online Safety <ul style="list-style-type: none"> - Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration - Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. - Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact* 	Online Safety LI: to create a game on online safety (1)
2	Online Safety		LI: to create a game on online safety (2)
3			LI: to understand what appropriate online behaviour and know how information online can persist
4			LI: to identify the positive and negative influences of technology on health and the environment (1)
5			LI: to write about the positive and negative influences of technology on health and the environment (related to previous lesson)

Spring			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing Text adventure	<ul style="list-style-type: none"> - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. - Use sequence, selection and repetition in programs; work with variables and various forms of input and output - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. - Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. 	Text adventure LI: to use 2Connect to plan a 'Choose your own Adventure'-type story.
2			LI: to make a story-based adventure
3			LI: to introduce map-based text adventures.
4			LI: to code a map-based text adventure (1)
5			LI: to code a map-based text adventure (2)

<u>Summer</u>			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing Coding	Coding <ul style="list-style-type: none"> - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	Coding LI: to review coding vocabulary (<i>starter activity focusing on vocabulary</i>) LI: to design and write a more complex program (1)
2			Coding LI: to design and write a more complex program (2)
3			Coding LI: to introduce functions
4			Coding LI: to use user input
5			Coding LI: to use flowcharts to test and create a simulation of a room