Year 1/2

Cycle A

Unit 1.1 Online Safety & Exploring Purple Mash	Unit 2.5 Effective Searching	Unit 1.4 Lego Builders
Safe logins – log on, log off. Create an avator. Managing my work area, saving and finding work. Email teacher, search for resources. Using different templates and functionality icons. Save, print, open, new.	Understanding the Internet and Searching. Identify parts of web search engine – read results and take part in quizzes. Share knowledge through creating a leaflet.	Following instructions. What is an Algorithm? Follow and create simple instructions on a comuter. Follow a recipe, rganise simple instructions for a recipe. Correcting errors – 'debugging'.
Unit 1.9 Technology Outside School Understand what is meant by 'technology'. Consider types of technology used in school and out of school. Record 4 examples of where technology is used away from school.	**Unit 1.2 Grouping & Sorting** Sorting using a range of criteria.	**Unit 2.6 Creating Pictures** Impressionism. Pointillist Art. Piet Mondrian. William Morris and Pattern. Surrealism and eCollage.
Unit 1.8 Spreadsheets Navigate around a spreadsheet. Explain what rows and columns are. Save and open sheets, enter data into cells. Adding Images to a Spreadsheet and using the Image Toolbox. Give images a value that the spreadsheet can use to count them. Use the count tool to count items. Use the speak tool to count out loud.	**Unit 1.7 Coding** Draw symbols to represent instructions. Arrange code blocks to create a set of instructions. Create a program using code blocks. Use object and action code blocks. Create a simple program using code blocks. Use event, object and action code blocks. Create a simple program using code blocks, use event, object and action code blocks. Identifiy when their code executes when their program. Edit a scene by adding, deleting and moving objects. Change the size of objects using the properties table. Create a design plan for their Free Code Scene program. Make the program they have designed work.	**Unit 2.1 Coding** An algorithm is a set of instructions. Plan and create an algorithm that includes collision detection. Can read blocks of code and predict what will happen when it is runs. Use time after commands. Create a computer program that includes different objects types – modify properties of objects. Apply different events to make objects move. Button objects – modify the properties of buttons. Debugging.

Cycle B

Unit 1.1 Online Safety & Exploring Purple Mash
Safe logins – log on, log off.
Create an avator.
Managing my work area, saving and finding work.
Email teacher, search for resources.
Using different templates and functionality icons.
Save, print, open, new.

Unit 1.5 Maze Explorers
Use the direction keys in 2Go to move forwards, backwards, left and right - undo their last move.
Move character back to the start.
Use diagonal direction keys to move the characters.
Create a simple algorithm, debug aan algorithm.
Use the additional direction keys to create a new algorithm.
Longer algorithms to create challenge.
Select different background images and save changes.

Unit 2.4 Questioning
Using and Creating Pictograms.
Asking Yes / No Questions.
Binary Trees.
Using 2Question - a Computer-Based Binary Tree Program.
Using 2Question - a Computer-Based Non-Binary Tree Program.

Unit 2.2 Online Safety
Searching and Sharing.
Email Using 2Respond.
Understand and explain digital footprint.

Unit 1.6 Animated Story Books
Drawing and Creating.
Animation.
Sounds and More!
Making a Story.
Copy and Paste.

Unit 2.7   Making Music
Introducing 2Sequence -explored how to speed up and slow down tunes.
Making Music.
Soundtracks.

Unit 2.3 Spreadsheets
Reviewing the use of spreadsheets from Unit 1.8.
Copying, Cutting, Pasting and Totals.
Using a spreadsheet to add amounts.
Creating a table and block graph.

Unit 1.3 Pictograms
Data in Pictures.
Class Pictogram.
Recording Results.

Unit 2.8 Presenting Ideas
Presenting a Story Three Ways.
Presenting Ideas as a Quiz.
Making a Non-Fiction Fact File.
Making a Presentation.

KS2

Cycle A

Unit 3.1 Coding	**Unit 6.2 Online Safety**	**Unit 4.3 Spreadsheets**
Using flow charts. Timers. Repeat. Code, test and debug. Design and make an interactive scene.	Recall dangers/risks of sharing location, spoof websites, fishing and other email scams. Refresh memories about steps to protect themselves – digital footprint, where to go for help – Smart Rules and Security Software. Online behaviour. Screen time.	Formulae wizard and formatting cells. Using the timer and spin buttons Line graphs. Using a spreadsheet for budgeting. Exploring place value with a spreadsheet.
Unit 3.6 Branching Databases Introducing databases/yes/no questions. Branching databases. Create a branching database on the computer.	**Unit 3.5 Email Including Email Safety** Communication, 2Connect. Composing emails. Using email safely. Attachments. Email simulations.	
Unit 5.6 3D Modelling Introducing 2Design and make moving points, designing for a purpose/3D models. Printing and making.	**Unit 6.5 Text Adventures** Planning and making a story based adventure game. Introduce MAC-based text adventures. Coding a MAC-based text adventures.	

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Cycle B

Unit 5.1 Coding	**Unit 3.2 Online Safety**	**Unit 6.3 Spreadsheets**
Coding efficiently.	Password security.	Exploring probability creating a computational model.
Simulating a physical system.	Website reliability – question content, think critically about internet search results.	Use a spreadsheet to plan pocket money spending.
Decomposition and abstraction.	Understand spoof websites.	Use a spreadsheet to plan a school event.
Friction and function.	Appropriate content and ratings. .	
Intrducing strings.		
Text variables.		
Concatenation.		
Unit 3.8 Graphing	**Unit 5.5 Games Creator**	**Unit 4.4 Writing for Different Audiences**
Introduce 2Graph	Review and analyse a computer game.	**Font styles**
Use 2Grah to solve and investigation.	Create a game environment.	Using a simulated scenario to produce a news report.
	Design characters.	Writing for a campaign.
	Personal a game and write informative instruction – evaluate own and peers games.	
Unit 4.6 Animation	**Unit 6.6 Networks**	
Animating an object.	The World Wide Web and the Internet.	
2Animate tools.	Our School Network and Accessing the Network.	
Stop motion animation	Research – tim Berners-Lee.	

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Cycle C

Unit 4.1 Coding	Unit 5.2 Online Safety	Unit 3.3 Spreadsheets
Design, code, test and debug. IF Statements. Co-ordinates Repeat Until and IF/ELSE Statements. Number Variables. Making a Playable Game.	Responsibilities and support when on line/SMART RULES. Protecting privacy. Siting sources reliability.	Create pie charts and bar graphs Use more than and spin button tools. Advanced mode and cell addresses.
Unit 3.7 Simulations What are simulations? Exploring a simulation. Analysing and evaluating a simulation.	**Unit 3.5 Email Including Email Safety** Communication, 2Connect. Composing emails. Using email safely. Attachments. Email simulations.	**Unit 5.4 Databases** Searching a database. Creating a class database. Creating a topic database.
Unit 4.8 Hardware Investigator Hardware. Parts of a computer.	**Unit 6.4 Blogging** What is a blog? Planning a Blog? Writing a blog. Sharing posts and commenting. (Including E-Safety).	**Unit 5.7 Concept Maps** Introduction to concept mapping – using 2Connect, 2Connect Story Mode. Collaborative Concept Maps.

Cycle D

Unit 6.1 Coding
Design and make a complex programme.
Using functions.
Flow charts and control simulations.
User input.
Using text-based adventures.

Unit 4.2 Online Safety
Going Phishing
Beware Malware.
Plagiarism.
Healthy Screen Time.

Unit 5.3 Spreadsheets
Conversion of measurements.
Count tool.
Formulae including the advanced mode.
Using text variables to perform calculations.
Event planning with a spreadsheet.

Unit 3.4 Touch Typing
2Type.
Home, top and bottom row keys.
Left Keys.
Right Keys.

Unit 4.5 Logo
Introduction to 2Logo.
Creating letters using 2Logo
Using the 'Repeat' Command in 2Logo.
Using Procedures.

Unit 4.7 Effective Search
Using a search engine.
Use search effectively to answer questions.
Reliable information sources.

Unit 6.7 Quizzing
Introducing 2DIY
Using 2Quizz
Exploring grammar quizzes.
Database quiz.
Use knowledge of quiz types to create a curriculum quiz.