

Pupils should be taught to:

### E-Safety

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

### Programming

- 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
- Recognise common uses of information technology beyond school.

### Multi - Media

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

### Handling Data

- Store and retrieve data and know some ways in which information is represented digitally.

	<b>Autumn 2014</b>	<b>Spring 2015</b>	<b>Summer 2015</b>
<b>Year 1</b>	E-Safety ( general introduction) Photography ( Geography/Art) Moving around Maps (Geography) Character Profile (Literacy/ History)	Programming a Beebot Talking Books (Literacy/History Superheroes) Moving around Maps (Geography - routes for Emergency services)	Graphs - Data Handling minibeasts ( Science/Maths) Moving around Maps (Geography)
<b>Year 2</b>	As Above and extend through extra skills Publish a news report (Lit/Hist/Geo) Illustrate a book (Lit/Hist)	Animate a moment in History Research a moment in History Programming on screen	Bug Hunt data (Science) Email (Geography) Moving around Maps (Geography)