Long Term KS1 ICT Plan – Cycle A

Computing NC 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 (Computer Science – CS) • use logical reasoning to predict the behaviour of simple programs (CS) • use technology purposefully to create, organise, store, manipulate and retrieve digital content Information Technology - IT) • recognise common uses of information technology beyond school (IT) • 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. (Digital Literacy - DL)					
Cycle A	Autumn 1	Autumn 1	Spring 1	Spring 2	Summer 1	Summer 2
	Castles	Feel the Force	Our Cool World	Green World	Dinosaurs	Toys
	To know what a computer is. Accessing school 360 online Creating animations using JIT (IT) Time to create their own animations using JIT animate linked to building or storming a castle Skills: Use technology purposefully to create, digital content. Discussion about how IT is used beyond school for animations and sharing info Skills: Recognise common uses of IT beyond school	**To understand picture copyrights** Combining photographs and text using adobe spark and key note (IT) Taking photos of experiments and materials to present findings as a multimedia presentation. Skills: Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Discussion about how IT is used beyond school for presenting information Skills: Recognise common uses of IT beyond school	**To know what data is** Cool world animal branching database in J2e (CS) Create their own databases using JIT branch considering the precise questions Skills: That programs execute by following precise and unambiguous instructions Use logical reasoning to predict the behaviour of simple programs Discussion about how IT is used beyond school for sorting and organising data Skills: Recognise common uses of IT beyond school	Music compilations using ipads Presenting data in charts using JIT (IT) Understanding how incredibox, toca band , toc & roll apps can layer musical sounds. To create charts of favourite living things Skills: Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Discussion about how IT is used beyond school for creative music, sound tracks etc Skills: Recognise common uses of IT beyond school	Bee bots – programming (CS) Debugging using the bee bots. Setting each other tasks to complete. Barefoot – spelling rules and beebot basic activities Skills: Understand what algorithms are Create and debug simple programs Discussion about how IT is used beyond school for programming Skills: Recognise common uses of IT beyond school	Scratch – coding (CS) Working through scratch to understand the basics of programming. Barefoot – world map logic activity Skills: how algorithms are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions Use logical reasoning to predict the behaviour of simple programs Discussion about how IT is used beyond school for programming Skills: Recognise common uses of IT beyond school
	Y1 going places safely (DL) Skills: Use technology safely and identify where to go for help and support when they have concerns about content on the internet or other digital devices	Y2 follow the digital trail (DL) Skills: Use technology safely and respectfully keeping personal information private, on the internet or other digital devices	Y1 keep it private + SID (DL) Skills: Use technology safely on the internet or other digital devices	Y2 using keywords (DL) Skills: Use technology safely and respectfully keeping personal information private, identify where to go for help and support when they have concerns about content on the internet or other digital devices	Y1 sending emails (DL) Skills: Use technology safely and respectfully keeping personal information private, identify where to go for help and support when they have concerns about content on the internet or other digital devices	Watch SMART CREW + DIGITAL 5 (DL) Skills: Use technology safely and respectfully keeping personal information private, identify where to go for help and support when they have concerns about content on the internet or other digital devices
	Reading Esafety stories throughout the year					

Long Term KS1 ICT Plan – Cycle B

Computing NC 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 (Computer Science – CS) • use logical reasoning to predict the behaviour of simple programs (CS) • use technology purposefully to create, organise, store, manipulate and retrieve digital content Information Technology - IT) • recognise common uses of information technology beyond school (IT) • 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. (Digital Literacy - DL)

Cycle B	Autumn 1	Autumn 1	Spring 1	Spring 2	Summer 1	Summer 2
	Fantastic farming	**What are things made of?**	**Travellers Tales**	**Land Ahoy**	**Living things**	**Brilliant Britain**
	To know what a computer is. Accessing school 360 online Presenting information using j2e (IT) Time to create their own posters using j2e with text and graphics *Skills: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.* *Discussion about how IT is used beyond school for advertising and sharing info Skills: Recognise common uses of IT beyond school*	**To know what data is** Sorting and classifying materials in J2e (CS) Create their own databases using JIT branch considering the precise questions needed *Skills: That programs execute by following precise and unambiguous instructions Use logical reasoning to predict the behaviour of simple programs* *Discussion about how IT is used beyond school for sorting and organising data Skills: Recognise common uses of IT beyond school*	**To understand picture copyrights** Combining charts, pictures and text using adobe spark Presenting data in charts using JIT (IT) To present charts of transport as multimedia *Skills: Use technology purposefully to create, organise , store, manipulate and retrieve digital content* *Discussion about how IT is used beyond school for presenting information Skills: Recognise common uses of IT beyond school*	Bee bots – programming (CS) Debugging using the bee bots. Setting each other tasks to complete. Using JIT turtle. Barefoot – crazy characters & Beebot 123 programming *Skills: Understand what algorithms are Create and debug simple programs* *Discussion about how IT is used beyond school for programming Skills: Recognise common uses of IT beyond school*	Scratch – coding (CS) Working through scratch to understand the basics of programming. Barefoot – scratch tinkering *Skills: how algorithms are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions Use logical reasoning to predict the behaviour of simple programs* *Discussion about how IT is used beyond school for programming Skills: Recognise common uses of IT beyond school*	Creating animations using JIT (IT) Time to create their own animations using JIT animate linked to the Olympic sports *Skills: Use technology purposefully to create digital content* *Discussion about how IT is used beyond school for animations and sharing info Skills: Recognise common uses of IT beyond school*
	Y2 staying safe online (DL) *Skills: Use technology safely and respectfully*	Y1 ABC searching (DL) *Skills: Use technology safely and respectfully keeping personal information private, identify where to go for help and support when they have concerns about content on the internet or other digital devices*	Y2 screen out the mean + SID (DL) *Skills: Use technology safely and respectfully keeping personal information private, identify where to go for help and support when they have concerns about content on the internet or other digital devices*	Y1 my creative work (DL) *Skills: Use technology safely and respectfully on the internet or other digital devices*	Y2 Sites I like (DL) *Skills: Use technology safely and respectfully on the internet or other digital devices*	Watch SMART CREW + DIGITAL 5 (DL) *Skills: Use technology safely and respectfully keeping personal information private, identify where to go for help and support when they have concerns about content on the internet or other digital devices*
	Reading Esafety stories throughout the year					