Class	Term					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class 2 (Y1)	Exploring all about me using suitable programs such as My World and Paint.	Examining plant structures using USB microscopes. Use information gather to create plant fact sheet. Links to Science.	Links to Art – The snail by Matisse. Children to create spiral snake images using Revelation ART	Geography link. Using Google Earth to locate and report on different locations. Explore GPS tagging of photographs	Programming Roamers and using Roamerworld to create and debug algorithms.	Link to Science sound topic. Using usb microphones to record edit and store sounds – changing Pitch. Create presentation on St Lucia.
Class 3 (Y2)	Mutlimedia presentation. Link to Geography topic: "The Isle of Coll". Children to research topic and create a multimedia presentation using suitable software.	Database. Children to link to Science topic on materials. Thy will create a materials database that will show properties of various materials.	Creating and editing sound. Linking to music and literacy curriculums the children use suitable software to create and edit poems and add music to their creations.	Linking to Science topic of habitats the children will use computer microscopes to explore habitats and create an information sheet of differing habitats.	Computing 1. Textease Turtle. The children will create an algorithm that will make increasingly complex shapes and patterns. They will link to maths to create 2d shapes. They will edit, debug and test the algorithms.	Computing 2 Continuing from Summer 1, the children will create increasingly complex actions (pen up, pen down, time delay etc) to create specific sequences. Debug and test sequences.
Class 4 (Y3)	Research food groups and create information sheet, using suitable software on food groups for use when creating a healthy sandwich.	Link to Geography topic. Children to research and create a presentation on Tamworth and Howton.	Email The children will explore the use of emails and send and receive emails with a link school. Emphasis on safety.	Landscape photography. Linking to the Art topic on landscapes, the children will photograph, edit(using a suitable graphic program) and display their work.	Using textease turtle the children will create animated sequences to create 3d shapes. They will explore algorithms, sequences and repetition in their creations.	Computing 2. Continuing with Textease Turtle the children will create algorithms to allow interaction between elements. They will edit, debug and test algorithms.
Class 5 (Y4)	Using suitable software and digital resources the children will create a local area map with grid references. Link to Geography.	Using Scratch the children will create an animated infographic on teeth. Link to Science.	The children will research India and use a suitable program to create a presentation to persuade people to visit. Links to Geography and English.	The children will investigate, compare and report on different programming languages.	Using a suitable music creation program the children will explore musical instruments and notation.	Using suitable software the children will create shape poetry. Link to English.
Class 6 (Y5)	Using suitable software the children will create shape poetry. Link to	The children will use a variety of programs to compose and edit their	Using Scratch, the children will create, edit and debug algorithms to	Using Scratch, the children will continue create, edit and debug	Using a suitable program such as Microsoft excel, the	The children will research African masks and will use this

	English.	own music. They will combine voice, samples and recordings to create a composition. Link to Music.	produce a computer game. This half term they will create backgrounds and sprites that can interact.	algorithms to produce a computer game. Games will be debugged and variables programmed to allow scoring of games.	children will create their own function machines. After testing the machines will be saved as maths resources to be used by the class. Link to maths.	research to create their own digital designs for African masks. Link to African art.
Class 7 (Y6)	Research and create a digital biography on a suitable subject. Link to English.	Using a variety of digital resources and programs, the children will investigate, plan and design a rainforest collage. This research and design will be used in the linked Art and Geography topics.	Game creation in Scratch 1. The children will create, debug and test a complex game. They will use an increasing number of variables and what if statements to increase the interactivity of the game.	Game creation in Scratch 2. Continuing from last half term the children will test and debug all algorithms to ensure game works correctly. They will evaluate the programming process and finished game design.	Compare and contrast France and the UK. The children will research and create a report on this topic.	Using a variety of digital resources the children will create their own leaver's multimedia presentation consisting of sound and images.