

Autumn	Spring	Summer	 <p>Basic Skills (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> • Navigate public drive to save and retrieve files • Connect peripheral devices using USB lead • Use images saved to camera roll within a variety of Apps • Use Save and Save As on laptops and PCs • Copy and rename files to edit on tablets • Use safe search engine eg Primary ICT / Swiggle • Use individual fingers to input text and use SHIFT key to type characters. • Amend text by highlighting and using SELECT/DELETE and COPY/PASTE • Swap between letters and symbol input on a tablet • Add shapes and word art to documents and presentations
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am kind and responsible</p> <p>Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am safe</p> <p>Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am healthy</p> <p>Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.</p>	
<p>TIOL 1 - CORE</p> <p>Year 3 My Safe Searching 3 sessions</p> <ul style="list-style-type: none"> • Search for information online and discuss the best ways to find answers • Learn about the World Wide Web as part of the internet • Search for copyright safe picture and edit <p>Multimedia 1 – CORE</p> <p>Year 4 My Comic Book 5 sessions (choose from Comic Life / PowerPoint units)</p> <ul style="list-style-type: none"> • Explore the conventions of comic books • Create their own comic book about their school • Share their comic books with classmates and provide feedback • Create a comic book to support Science learning 	<p>Programming 1 - CORE</p> <p>Year 3 Making My Program in Scratch 6 sessions</p> <ul style="list-style-type: none"> • Explore sprites • Make things happen with individual blocks • Create sequences • Think through algorithm and program a dance • Consider algorithm and program a knock knock joke • Create animated story 	<p>Handling Data 1 – CORE</p> <p>Year 3 Showing My Device Time 3 sessions</p> <ul style="list-style-type: none"> • Collect and show data on time spent playing games with 2Simple 2Graph or Easychart <p>Multimedia 3 – CHOICE</p> <p>Year 4 My Mystery iMovie 3 sessions</p> <ul style="list-style-type: none"> • Discuss video showing a mystery object and how they could make their own video • Decide on the success criteria for their video • Create own mystery object video. iMovie <p>Open Ended Challenge</p> <p><u>Identify an appropriate challenge</u> to allow children to</p> <ul style="list-style-type: none"> • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing 	