

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	We are treasure hunters Programmable toys Rising Stars Unit 1.1	We are TV chefs Videoing a performance Rising Stars Unit 1.2	We are painters Illustrating e-books Rising Stars Unit 1.3	We are collectors Collecting Images from Web Rising Stars Unit 1.4	We are storytellers Producing a talking book Rising Stars Unit 1.5	We are celebrating Creating Digital Card Rising Stars Unit 1.6
Skills coverage	understand what algorithms are create simple programs	use technology purposefully to create digital content use technology purposefully to store digital content use technology purposefully to retrieve digital content	use technology purposefully to create digital content use technology purposefully to store digital content use technology purposefully to retrieve digital content	use technology safely keeping personal information private recognise common rules and uses of information technology beyond school know who to talk to if help is needed online use technology purposefully to create digital content use technology purposefully to store digital content	use technology safely keeping personal information private recognise common rules and uses of information technology beyond school know who to talk to if help is needed online	use technology purposefully to create digital content use technology purposefully to store digital content use technology purposefully to retrieve digital content
Year 2	We are astronauts Programming Rising Stars Unit 2.1	We are game testers Software Testing Rising Stars Unit 2.2	We are taking photos Photography Rising Stars Unit 2.3	We are researching a topic Online Research Rising Stars Unit 2.4	We are collecting clues Collecting Information Rising Stars Unit 2.5	We are zoologists Data Handling Rising Stars Unit 2.6
Skills coverage	understand that algorithms are implemented as programs on digital devices understand that programs execute by following	use technology respectfully and understand the importance of using devices in moderation	understand that algorithms are implemented as	use technology respectfully and understand the importance of using devices in moderation	use technology purposefully to organise digital content	use technology respectfully and understand the



	precise and unambiguous instructions debug simple programs use logical reasoning to predict the behaviour of simple programs	understand where to go for help and support when they have concerns about content or contact on the internet or other online technologies	programs on digital devices understand that programs execute by following precise and unambiguous instructions debug simple programs use logical reasoning to predict the behaviour of simple programs	understand where to go for help and support when they have concerns about content or contact on the internet or other online technologies use technology purposefully to organise digital content use technology purposefully to manipulate digital content	use technology purposefully to manipulate digital content use technology respectfully and understand the importance of using devices in moderation understand where to go for help and support when they have concerns about content or contact on the internet or other online technologies	importance of using devices in moderation understand where to go for help and support when they have concerns about content or contact on the internet or other online technologies use technology purposefully to organise digital content use technology purposefully to manipulate digital content
Year 3	We are programmers Animating Rising Stars Unit 3.1	We are bug fixers Debugging of Programming Rising Stars 3.2	We are presenters Videography Rising Stars Unit 3.3	We are vloggers Vlogging Rising Stars Unit 3.4	We are communicators Online communication Rising Stars Unit 3.5	We are opinion pollsters Data handling Rising Stars Unit 3.6
Skills coverage	write programs that accomplish specific goals use sequence in programs use technology safely, respectfully and responsibly	write programs that accomplish specific goals use sequence in programs use technology safely, respectfully and responsibly	use technology safely, respectfully and responsibly give reasons why certain information should be kept private or can be made public to understand the concept of a digital footprint	use technology safely, respectfully and responsibly use a variety of software to accomplish given goals such as presenting information use technology safely, respectfully and responsibly	use search technologies effectively to collect information use a variety of software to accomplish given goals such as presenting information use technology safely, respectfully and responsibly to understand the concept of a digital footprint	use search technologies effectively to collect information use a variety of software to accomplish given goals such as presenting information use technology safely, respectfully and responsibly



Year 4	Software Development	We Are Toy Designers	identify a range of ways to report concerns about contact understanding the impact of screen time and importance of balance Digital Music Production	to understand the concept of a digital footprint identify a range of ways to report concerns about contact understanding the impact of screen time and importance of balance	Production of Wiki Page	to understand the concept of a digital footprint Data Analysis
	Rising Stars Unit 4.1	Rising Start Unit 4.2	Rising Stars Unit 4.3	Rising Stars Unit 4.4	Rising Stars Unit 4.5	Rising Stars Unit 4.6
Skills coverage	work with various forms of input work with various forms of output design programs that accomplish specific goals debug programs that accomplish specific goals use repetition in programs	work with various forms of input work with various forms of output design programs that accomplish specific goals debug programs that accomplish specific goals use repetition in programs	use technology respectfully and the importance of balance, identifying consequences of device dependency understand the opportunities computer networks offer for communication understanding the scope and importance of one's digital footprint via social media and online activities identify a range of ways to report concerns about content and contact recognise acceptable/unacceptabl e behaviour	use search technologies effectively use a variety of software to accomplish given goals design and create content select and use internet services	use technology respectfully and the importance of balance, identifying consequences of device dependency understand the opportunities computer networks offer for communication understanding the scope and importance of one's digital footprint via social media and online activities identify a range of ways to report concerns about content and contact recognise acceptable/unacceptable behaviour	work with various forms of input work with various forms of output design programs that accomplish specific goals debug programs that accomplish specific goals use repetition in programs



Year 5	Game Development Rising Stars Unit 5.1	Cracking Codes/Cryptography Rising Stars Unit 5.2	Digital Artwork Rising Stars Unit 5.3	Web Page Creation/E- Safety Rising Stars Unit 5.4	Blogging/Online Publishing Rising Stars Unit 5.5	Creating a Virtual Space Rising Start Unit 5.6
Skills coverage	understand the opportunities computer networks offer for communication and application identify a range of ways to report concerns about content and contact recognise acceptable/unacceptable behaviour to explore the concept of ownership and copyright in user generated content and social media to be aware that certain features in popular games can be compulsive	design and create programs control or simulate physical systems use logical reasoning to detect and correct errors in algorithms and programs understand how computer networks can provide multiple services, such as the world wide web appreciate how results are selected and ranked	design and create programs control or simulate physical systems select a variety of software to accomplish given goals	select a variety of software to accomplish given goals to understand how to protect your devices and keep them well maintained select, use and combine internet services collect data present and interpret data analyse information evaluate information	understand the opportunities computer networks offer for communication and application identify a range of ways to report concerns about content and contact recognise acceptable/unacceptable behaviour to explore the concept of ownership and copyright in user generated content and social media select a variety of software to accomplish given goals to understand how to protect your devices and keep them well maintained select, use and combine internet services collect data present and interpret data	select a variety of software to accomplish given goals to understand how to protect your devices and keep them well maintained select, use and combine internet services collect data present and interpret data analyse information evaluate information evaluate information



					analyse information	
Year 6	App Development Rising Stars Unit 6.1	Project Management Rising Stars Unit 6.2	Market Researchers Rising Stars Unit 6.3	Interface Designers Rising Stars Unit 6.4	Mobile App Developers Rising Stars Unit 6.5	Marketers: Create Video/Web Apps Rising Stars Unit 6.6
Skills coverage	combine a variety of software to accomplish given goals select, use and combine software on a range of digital devices collect data present and interpret data analyse data evaluate data design and create systems	solve problems by decomposing them into smaller parts use selection in programs work with variables use logical reasoning to explain how some simple algorithms work use logical reasoning to detect and correct errors in algorithms understand computer networks including the internet appreciate how results are ranked	understand the opportunities computer networks offer for collaboration be discerning in evaluating digital content to understand the different systems used to age rate content and to explain why this is beneficial to understand the difference between influence, persuasion and manipulation and how these can be encountered online. collect data present and interpret data analyse data evaluate data design and create systems	solve problems by decomposing them into smaller parts use selection in programs work with variables use logical reasoning to explain how some simple algorithms work use logical reasoning to detect and correct errors in algorithms understand computer networks including the internet appreciate how results are ranked	solve problems by decomposing them into smaller parts use selection in programs work with variables use logical reasoning to explain how some simple algorithms work use logical reasoning to detect and correct errors in algorithms	combine a variety of software to accomplish given goals select, use and combine software on a range of digital devices solve problems by decomposing them into smaller parts use selection in programs work with variables

