

	Autumn	Spring	Summer
<b>Reception</b>	<p>The integration of technology into the Early Years Foundation Stage (EYFS) curriculum significantly enhances the teaching and learning experience across the 7 areas of learning. The use of digital tools brings learning to life, fostering a deeper engagement with content and narratives. Through engaging and age appropriate digital content, children are able to grasp fundamental concepts in a fun and interactive manner. This approach enriches the storytelling experience and aids in the development of listening and comprehension skills. The use of digital devices like BeeBots, iPads, and Interactive whiteboards provides hands-on learning experiences that encourage problem solving, creativity, and autonomous learning within directed tasks and child led activities.</p> <p>The use of such technology in the Reception class at St Joseph's exemplifies a forward-thinking approach to early childhood education, where technology and its safe and appropriate use, is seamlessly woven into the fabric of the curriculum.</p>		
	<b>Computer Science</b>	<b>Multimedia Computing</b>	<b>Computer Systems and Networks</b>
<b>Year 1</b>	<b>Cats and Dogs</b> Pupils will learn about structuring basic algorithms and controlling floor robots using commands.	<b>Creative Computing</b> Pupils will develop skills in typing, mouse control, and file saving through game play.	<b>Awesome Animations</b> Pupils will build upon their creative computing skills by creating animations with graphics. They will learn how to save from an online source.
<b>Year 2</b>	<b>Game Making</b> Pupils will learn how to control sprites and make them interact by making games using visual code	<b>Animation</b> Pupils will develop their understanding of different types of animation using 3 different animation software to create hand drawn, stop motion and image manipulation.	<b>Online Treasure Hunt</b> Pupils will learn how to search the internet effectively to gather data for a given purpose. They will develop understanding of the reliability of online information.
<b>Year 3</b>	<b>Solving Problems with Algorithms</b> Pupils will learn how to decompose problems and write more complex algorithms using more advanced visual code.	<b>School Radio Show</b> Pupils will develop understanding of sound editing through writing	<b>Gathering Data</b> Pupils will build upon their web searching skills to gather data from primary and secondary

		scripts and recording and editing their own school radio show.	sources, including online and through questionnaires. They will present it using their multimedia skills developed in half term 2.
<b>Year 4</b>	<b>Coding Recycled Musical Instruments</b> Pupils will apply their understanding of decomposition and algorithms to create a physical system using circuits to create a working musical instrument from recycled materials.	<b>Multimedia Quiz</b> Pupils will build on their understanding of multimedia so far by creating an interactive multimedia quiz with hyperlinks, audio, animation and images	<b>Creating Game Characters</b> Pupils will build upon their networking and multimedia skills by creating a range of computer game characters. They will gather online data then use it to create 2D and 3D modelling to match a brief.
<b>Year 5</b>	<b>Arcade Gaming</b> Pupils continue applying their understanding of visual code to create more complex games using a range of syntax. They will apply their understanding to a new coding environment.	<b>Video Editing Try Not To Laugh</b> Consolidates learning so far and develops new skills in video editing through recording their own content and using video editing skills to bring together text, images, video and audio.	<b>Computing History</b> Consolidates understanding of searching for information online & develops further by beginning to look at bias and inaccuracies online. Pupils will learn about famous figures in Computing and its origins.
<b>Year 6</b>	<b>Robotics</b> Further application and development of coding skills and understanding of physical systems through controlling a robot using a range of programmable sensors and motors.	<b>Photo Editing Movie Posters</b> Consolidates learning so far and develops new skills in multimedia through editing photos using a range of photo editing techniques to manipulate photos of movie stars and movie posters.	<b>Game Design</b> Consolidates learning so far by gathering data online and creating their own website using images, animations, audio and video. Pupils will learn about networking and how the internet works.
<i>*Digital Citizenship taught within all units</i>			