

Autumn			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing:	Online Safety <ul style="list-style-type: none"> - 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. - Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	Online Safety LI: to create a blog post on how to stay safe online
2	Online Safety		LI: to create a spoof page
3			LI: to create a spoof page
4			LI: to understand the meaning of age and PEGI restrictions on digital media and devices
5			LI: to create a 2Publish poster on how to stay safe online

Spring			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing Emails	<ul style="list-style-type: none"> - Use technology purposefully to create, organise, store, manipulate and retrieve digital content - Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration 	Emails LI: to think about different methods of communication
2			LI: to open and send an email
3			LI: to learn how to use email safely (1) - Starter activity LI: to learn how to use email safely (2)
4			LI: to add an attachment to an email.
5			LI: to explore a simulated email scenario.

Summer			
Lessons	Subject	Curriculum Statements	Learning Intentions
1	Computing Coding	Coding <ul style="list-style-type: none"> - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	Coding LI: to review coding vocabulary (<i>starter activity focusing on vocabulary</i>) LI: to design and write a program that simulates a physical system
2			Coding LI: to understand what if commands are
3			Coding LI: to understand what a variable is in programming
4			Coding LI: to create a program with an object that repeats actions indefinitely
5			Coding LI: to debug simple programs