<u>Autumn</u>					
Lessons	Subject	Curriculum Statements	Learning Intentions		
2	Computing: Online Safety	 Online Safety 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 understand how pupils can protect themselves from online identity theft LI: to Identify the risks and benefits of installing software including apps		
3	Hardware Investigators		LI: to understand what plagiarism is		
4			LI: to identify the positive and negative influences of technology on health and the environment.		
5			Hardware Investigators LI: to understand the different parts that make up a computer		

Spring					
Lessons	Subject	Curriculum Statements	Learning Intentions		
1	Computing Spreadsheets	 Use technology purposefully to create, organise, store, manipulate and retrieve digital content 	Spreadsheets LI: to add formulae and explore formatting cells in advanced mode		
2	_		LI: to use the timer and spin button tools		
3			LI: to create a line graph		
4			LI: to use a spreadsheet for budgeting		
5			LI: to explore place value with a spreadsheet		

<u>Summer</u>					
Lessons	Subject	Curriculum Statements	Learning Intentions		
1	Computing	- 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 (starter activity focusing on vocabulary) LI: to create a program which respond to the If/else command, using the value of the variable		
2			Coding LI: to create a program with a character that repeats actions		
3			Coding LI: to make timers and counting machines using variables		
4			Coding LI: to create a simulation using control		
5			Coding LI: to design a decomposed feature of a real-life situation.		