



	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4
AUTUMN TERM UNITS	EYFS - Autumn 1 Technology All Around Us. Logging into J2e Using QR codes and understanding classroom rules for the Ipad.	Year 1 - Autumn 1 All About Me! Just Paint and Write. Children will create a number of drawings and text files and save them. <i>Collecting, Evaluating and Presenting information Unit</i>	Year 2 - Autumn 1 Ways to Present Information Design assets using JIT5 'Paint', 'Write' and 'Animate' tools. <i>Collecting, Evaluating and Presenting information Unit</i>	Year 3 - Autumn 1 Organising, Creating and Presenting. Use 2 types of multi-media: text, image and animation to create, organise and present content. <i>Collecting, Evaluating and Presenting information Unit</i>	Year 4 - Autumn 1 Multimedia Fact File Create a researched based fact file based upon topic being studied. <i>Collecting, Evaluating and Presenting information Unit</i>
	EYFS - Autumn 2	Year 1 - Autumn 2	Year 2 Autumn 2	Year 3 Autumn 2	Year 4 - Autumn 2
	Let's Paint! Creating pictures and background in 'Jt5'	Collect Photographs and Paint Pictures. Create a digital album using photographs, JIT5 'Write,' 'Paint' and 'mix' tools. <i>Collecting, Evaluating and Presenting information Unit</i>	Art of Animation Design animations that present information about oceans (or your chosen topic) <i>Collecting, Evaluating and Presenting information Unit</i>	QR Codes. Explore what QR Codes are and how they are created to present information to a user. <i>Collecting, Evaluating and Presenting information Unit</i>	Creating and Interrogating Simple Databases. Design a simple database and interrogate data using sort and search functions. <i>Data handling unit</i>
	EYFS - Spring 1	Year 1 - Spring 1	Year 2 - Spring 1	Year 3 - Spring 1	Year 4 - Spring 1
SPRING TERM UNITS	All About Instruction Unplugged activities following simple instructions.	Gathering Data and Creating Charts Use JIT5 Chart and Pictogram to develop an understanding of data from a chart and present work in Mix <i>Data handling unit</i>	Create a Topic-Based eBook Use JIT tools to create an eBook in Jit Mix tool.. <i>Collecting, Evaluating and Presenting information Unit</i>	Creating a Branching Database and Interrogating Simple Databases. Create and use a branching database focusing on questions for sorting. <i>Data handling unit</i>	What is Computer Technology? Looks at computers to understand what a computer is made up of. <i>Computer Science and Programming Unit</i>
	EYFS - Spring 2	Year 1 - Spring 2	Year 2 - Spring 2	Year 3 - Spring 2	Year 4 - Spring 2
	Let's Write! Adding text to a file.	Simple Algorithms and Programs Part 1 Introduce route-based programming and physical devices (Beebot) <i>Computer Science and Programming Unit</i>	Collecting, Organising and Presenting Data. Interpreting data from a chart and gathering opinions using J2Votes and present findings. <i>Data handling unit</i>	Write a Program Part 1- Block Based Sequences. Use sequencing and debugging strategies in J2Visual. <i>Computer Science and Programming Unit</i>	Scratch Programming from Algorithm to Code Part 1. Explore inputs and outputs within programs using Scratch3. <i>Computer Science and Programming Unit</i>
	EYFS - Summer 1	Year 1 - Summer 1	Year 2 - Summer 1	Year 3 - Summer 1	Year 4 - Summer 1
SUMMER TERM UNITS	Let's Count! Use pictogram to count objects.	Create Simple Programs Part 2 Use logical thinking to evaluate algorithms and route-based programs in JIT5 Turtle to improve outcomes. <i>Computer Science and Programming Unit</i>	Sequencing Simple Algorithms and Programs. Predict, create, modify, and investigate route-based programs and sequences. <i>Computer Science and Programming Unit</i>	Write a Program - Drawing Shapes. Create programs that include repetition and sequence in J2Visual to create simple images. <i>Computer Science and Programming Unit</i>	On the Move with Programming Introduce movement blocks and conditional statements to control events in Scratch3. <i>Computer Science and Programming Unit</i>
	EYFS - Summer 2	Year 1 - Summer 2	Year 2 - Summer 2	Year 3 - Summer 2	Year 4 - Summer 2
	Project Evolve- Looking at online safety.	Project Evolve- Looking at online safety.	Project Evolve- Looking at online safety.	Project Evolve- Looking at online safety.	Project Evolve- Looking at online safety.
	Substantive Concepts	Understanding technology	Online safety	Programming	