

## Topic Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Online Safety – through PSHE Safer Internet Day Programming – using B-Bots Use of Google Earth Technology around us Use of the Interactive Whiteboard Music – I pads					
Year 1	Online Safety: Staying safe online 1.1	Technology in the home and wider world 1.9	Safer Internet Day 1.3	Pictograms 1.3	Lego builders 1.4	Coding 1.7
			Maze explorers 1.5			
Year 2	Online Safety: Digital footprint E-mail introduction 2.2	Effective searching/using the internet 2.5	Safer Internet Day 2.6	Making Music 2.7	Spreadsheets & graphs 2.3	Coding 2.1
			Creating pictures 2.6			
Year 3	Online Safety: passwords, websites and age restrictions 3.2	Search engines & Research 3.9	Safer Internet Day 3.3	Coding 3.1	Digital Publishing (Incl Squirrel workshop) 3.6	PowerPoint 3.9
	E-mail 3.5		Spreadsheets Science: data work 3.3		Databases 3.6	
Year 4	Online Safety: Phishing, malware & Screen time 4.2	LOGO 4.5	Safer Internet Day 4.3	Coding (Incl Squirrel workshop – Coding & Robotics) 4.1	Animation 4.6	Creating Music 4.9  <b><u>New Module – Artificial Intelligence</u></b>  <b><u>4.10</u></b>
	Research & Search engines 4.7				Hardware & parts of a computer 4.8	
					Literacy: adverts –	

					word/publisher 4.4	
Year 5	Online Safety: Sharing Digital Content  5.2	Game Design Programming (incl Squirrel workshop)  5.5	Safer Internet Day	Coding  5.1	Databases & Spreadsheets  5.3  5.4	Effective Searching  History: research
			Word Processing  5.8	Science: research		Design & Make – 2d Modelling  5.6
Year 6	Online Safety: Digital footprint  Science: research  Digital Ambassadors chosen  6.2	Networks & the Internet  6.6	Safer Internet Day	Blogging  6.4	Binary  6.8	Spreadsheets  6.3
		Science/D&T: Research & PowerPoint	Advanced animation (Squirrel workshop)			

**Autumn 1 – All Year groups – Acceptable Use Agreements**