

Long Term Overview: Key Stage 1

Year A 2020-21	IT		Digital Literacy		Computer Science	
Unit	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>
	<b>What is data? Linked to Earlestown Vs London</b>	<b>Digital stories - linked to The Great Fire of London</b>	<b>Using the internet - linked to Shopping Now and Then</b>	<b>Learning on the Internet - Linked to L.S. Lowry</b>	<b>Programming toys - linked to At the Farm</b>	<b>Coding - linked to India/Asia</b>
Rationale	Use technology to support understanding of the wider world.	Using technology purposefully to develop creativity.	Learn to use technology safely and respectfully.	Being a responsible citizen/internet user.	Using technology to develop computational thinking.	Using technology to develop computational thinking.
Focus	Pupils create pictograms and graphs showing information about transport (1.3)	Use “2 create a story” app to create an ebook about the Great Fire of London.	Online Safety and exploring Purple Mash (1.1)	Use the internet to collect information and pictures about L.S. Lowry. We are collectors (Switched on 1.4)	We are Treasure Hunters (Switched on 1.1) using beebots and other programmable toys	Work through “Chimp” tasks on 2Code  GD – Use free code chimp to create an animated India/Asia scene.
<b>Online safety - ongoing; Taught throughout the year via worldwide sessions, opportunities when using the internet in other subjects and via half-termly SWGFL digital literacy lessons (Year 1).</b>						

Year B 2021-22	IT		Digital Literacy		Computer Science	
Unit	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>
	<b>Using technology creatively - linked to Why aren't the homes in my town the same?</b>	<b>Learning on the internet - linked to George Stevenson</b>	<b>Using the internet safely - linked to Childhood: Then and Now.</b>	<b>Learning on the internet - linked to A Seaside Town</b>	<b>Coding - linked to Around My School</b>	<b>Coding - linked to Animals Around the World</b>
Rationale	Using technology purposefully to develop creativity.	Use technology to support understanding of the wider world.	Learn to use technology safely and respectfully.	Use technology to support understanding of the wider world.	Using technology to develop computational thinking.	Using technology to develop computational thinking.
Focus	Take and edit digital photographs of the local area (We are photographers 2.2)	Create a presentation about the Sankey Valley (2.8)	Re-cap logging on and loding/saving work. Re-cap sending emails. Online Safety (2.2)	Use the internet to research a seaside town (2.5) We are researchers (2.4)	Work through “Chimp” tasks on 2Code GD – Use free code chimp to create an animated school scene	Plan a route and recognise errors in programming using programmable toys – link to we are Treasure Hunters (Switched on 1.1)
<b>Online safety - ongoing; Taught throughout the year via worldwide sessions, opportunities when using the internet in other subjects and via half-termly SWGFL digital literacy lessons (Year 2).</b>						

Long Term Overview: Lower Key Stage 2

Year B 2020-21	IT		Digital Literacy		Computer Science	
Unit	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>
	<b>Using data – linked to Liverpool</b>	<b>Researching online – linked to Roman Britain</b>	<b>Using the internet safely</b>	<b>Collaborating online – linked to The Bronze age to Iron Age</b>	<b>Coding</b>	<b>Coding: Animation</b>
Rationale	Use technology to support understanding of the wider world.	Use technology to support understanding of the wider world.	Learn to use technology safely, respectfully and effectively.	Being a responsible citizen/internet user.	Using technology to develop computational thinking.	Using technology to develop computational thinking.
Focus	Use 2Graph to present data about pupils’ experiences of using various modes of transportation. (3.8)	Create a branching database about Roman and Celtic soldiers (3.6)	Re-cap signing on and using passwords: Touch typing using 2Type (3.4) Online safety (3.2)	Collaborate with peers to create a presentation about the bronze and iron ages (We are collaborators)	Work through “Gibbon” activities on 2Code (3.1)	Create an animation using Scratch linked to English unit (We are programmers)
<b>Online safety – ongoing; Taught throughout the year via worldwide sessions, opportunities when using the internet in other subjects and via half-termly SWGFL digital literacy lessons (Year 3).</b>						

Year A 2021-22	IT		Digital Literacy		Computer Science	
Unit	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 1</u>	<u>Option 2</u>
	<b>Blogging – linked to Jobs for the Girls</b>	<b>Using data- linked to South America: Physical</b>	<b>Online Safety</b>	<b>What is a computer?</b>	<b>Coding</b>	<b>Coding – linked to Ancient Baghdad</b>
Rationale	Use technology to support understanding of the wider world.	Use technology to support understanding of the wider world.	Being a responsible citizen/internet user.	Encourage pupils to be more inquisitive and to find out about how things work.	Using technology to develop computational thinking.	Using technology to develop computational thinking.
Focus	Collaborate with classmates to create a blog about influential women in history (We are co-authors 4.5)	Use software to create and share information about the weather in South America (We are Meteorologists 4.6)	Online safety unit 4.2 Extension cross-curricular unit (Write for different audiences 4.4)	Hardware investigators (4.8)	Work through “Gibbon” activities on 2Code (4.1)	Use 2DIYhtml to create a simple game based around Ancient Baghdad. See unit 4.4 for further guidance
<b>Online safety – ongoing; Taught throughout the year via worldwide sessions, opportunities when using the internet in other subjects and via half-termly SWGFL digital literacy lessons (Year 4).</b>						

Long Term Overview: Upper Key Stage 2

Year B 2022-23	<u>IT</u>		<u>Digital Literacy</u>		<u>Computer Science</u>	
Unit	<b><u>Option 1</u></b> <b>Manipulating data - North America: Physical (inc earthquakes and volcanoes)</b>	<b><u>Option 1</u></b> <b>Digital design – linked to Migration and Immigration</b>	<b><u>Option 1</u></b> <b>Researching online – linked to North America Location</b>	<b><u>Option 2</u></b> <b>Online safety.</b>	<b><u>Option 1</u></b> <b>Coding,</b>	<b><u>Option 2</u></b> <b>Game developers – linked to The Anglo Saxons/Vikings</b>
Rationale	Use technology to support understanding of the wider world.	Using technology to develop creativity.	Use technology to support understanding of the wider world.	Learn to use technology safely, respectfully and effectively.	Using technology to develop computational thinking.	Using technology to develop computational thinking.
Focus	Create a databate about the weather in North American places (5.4)	Use 2Design and Make to design a new village village (5.6) Further guidance (We are architects 5.6)	Use 2Connect to create a concept map about North America (5.7)	Create a webpage about keeping safe online (We are web developers)	Work through “Gorilla” activities on 2Code (5.1) Discrete lego coding unit	Use an alternative coding site to create a vikings based game (We are game developers 5.1)
<b>Online safety – ongoing; Taught throughout the year via worldwide sessions, opportunities when using the internet in other subjects and via half-termly SWGFL digital literacy lessons (Year 5).</b>						

Year A 2021-22	<u>IT</u>		<u>Digital Literacy</u>		<u>Computer Science</u>	
Unit	<b><u>Option 1</u></b> <b>Manipulating data – linked to Europe: Physical</b>	<b><u>Option 2</u></b> <b>We are publishers.</b>	<b><u>Option 1</u></b> <b>Online Safety.</b>	<b><u>Option 2</u></b> <b>Blogging – linked to Titanic</b>	<b><u>Option 1</u></b> <b>Coding.</b>	<b><u>Option 2</u></b> <b>Coding – text based adventure. (More advanced)</b>
Rationale	Use technology to support understanding of the wider world.	Use technology to develop creativity.	Learn to use technology safely, respectfully and effectively.	Use technology to support understanding of the wider world.	Using technology to develop computational thinking.	Using technology to develop computational thinking.
Focus	Create a spreadsheet based on the physical and weather features of European countries (6.3) Networks (6.6)	Create a yearbook (We are publishers 6.6)	Online safety unit (6.2)	Blogging (6.4)	Work through “Gorilla” activities on 2Code (6.1) Debugging challenges on 2Code Gorilla	<ul style="list-style-type: none"> <li>Create a text-based adventure game set in European cities (We are adventure gamers 6.1)</li> </ul>
<b>Online safety – ongoing; Taught throughout the year via worldwide sessions, opportunities when using the internet in other subjects and via half-termly SWGFL digital literacy lessons (Year 6).</b>						