ICT Year ¾ Planning

Unit Objective	Unit Activities	Class Personalisation
Autumn 1 – Presentation use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 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	Use Keynote app to create a presentation and present to the rest of the class. For children who aren't ready, they can use Puppet Edu so they can record their presentation, rather than coming to the front of the class. For extending learners, looking at how much actually needs to be written onto a slide, how much will be spoken about. How will they engage learners?	
Autumn 2 – Creativity 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	A free Apple book called "Everyone Can Create Photo" guides you through exactly what you need. Children will manipulate photos and go through, everyday objects, Portraits, Scenes and Action For children who aren't ready, they need to be able to take a photo, thinking about how they are placing it into view and using focus. For extending learners, they will complete Collage composition and Photo Journalism.	

Explore the App.
Engineer the task.
Execute the task.
Exhibit
Evaluate the outcome.

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Spring 1 – Computer Science design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts 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	The first lesson should be coding without a computer (practical). Children to blindfold one another and then have to call out instructions to send them around an obstacle course. Children to then go through the app Lightbot, completing the activities and screenshotting their instructions to go onto Showbie.	
	For children who aren't ready, they can follow through using Kodable. If LSA available, have them also do more practical coding activities.	
	For extending learners, they will use Sketch nation to design their own basic game for someone else to play.	
Spring 2 – Numbers use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Children will be using the internet and the Numbers app to create a spreadsheet of their spending. Each child will have £1000 and they have to fill the classroom with furniture. Using the Ikea app to place the items, once they select an item, the need to knock the price off the spreadsheet using a formula.	
	For children who aren't ready yet, they create a spreadsheet with basic formula.	
	For extending learners, have them design two ways to furnish a room, then present their spending and say which is better and why.	

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Exhibit
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Summer 1 – Writing 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	Children will use the Pages app to focus on literacy themes (application). This maybe a travel poster or advert. The level the children are working at depends on their work in literacy.	
	For children who aren't ready, have them use a blank page to type their work, not using a template.	
	For extending learners, the template they use should build on what the others in the class are doing.	
Summer 2 – Computer Science design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and program	The first lesson should be coding without a computer (practical). This should be able to fit in with some other area of the curriculum, recipes for example. Children will then be designing their own game using Sketch Nation.	
	For children who aren't ready, they will use Lightbot and follow through the guides.	
	For extending Learners, they will use Scratch junior to create a story for Key Stage One.	

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