**Academic Year 2024-25**

**Key**

|  |  |
| --- | --- |
|  |  |
|  | **EYFS** |
|  | **Key Stage 1** |
|  | **Key Stage 2** |
|  | **Key Stage 3** |

| **ICT** | **Term 1**  **1st Half** | **Term 1**  **2nd Half** | **Term 2**  **1st Half** | **Term 2**  **2nd Half** | **Term 3**  **1st Half** | **Term 3**  **2nd Half** |
| --- | --- | --- | --- | --- | --- | --- |
| **EYFS** | Over the course of each term, we will foster an interest in technology and STEAM in a play-based approach to learning by exploring the software and hardware. The curriculum map is flexible and dynamic to fit the learning needs of the children.   * Digital Citizenship through high quality texts * Beebot ( Developing basic coding skills) * Osmo Software (Tangrams- Shape and fine motor skills, Awbie- coding and problem solving, Coding Jam) * LEGO STEAM Park (Group problem solving & communication skills, designing and building) * Scratch Jr. (basic block based coding) * iPad skills (photos, video, audio recording) * Stop Motion ( capturing images and sounds to create an animation) * Photography | | | | | |
| **Year 1** | 1. Digital Citizenship (Getting to know my device) 2. Robotics: BeeBots 3. Using technology safely 4. Coding: Scratch Jr. (animations) 5. Multimedia: Sharing and presenting information | | 1. Digital Citizenship 2. Robotics: Dash (controlling the robot) 3. Sharing our learning online (Seesaw) 4. Multimedia: Book Creator 5. Multimedia: Photography | | 1. Digital Citizenship 2. Robotics: Dash (intro to block- based coding) 3. Coding: Scratch Jr. (simple games) 4. Videography: Animation (Stop Motion) 5. Multimedia: Sharing and presenting information | |
| **Year 2** | 1. Digital Citizenship 2. Robotics: Dash (problem solving with block-based coding) 3. Coding: Scratch Jr. (coding games) 4. Multimedia: Photography 5. Multimedia: Sharing and presenting information | | 1. Digital Citizenship 2. Robotics: Dash (problem solving with block-based coding) 3. Coding: Scratch Jr. (creating multiple characters and backdrops) 4. Videography: Clips 5. Multimedia: Sharing and presenting information | | 1. Digital Citizenship 2. Robotics: Dash & Dot (problem solving with block-based coding) 3. Coding: Scratch Jr. (game development) 4. Multimedia: Animation (FlipaClip) 5. Multimedia: Sharing and presenting information | |
| **Year 3** | 1. Digital citizenship & housekeeping housekeeping (GAFE) 2. iPads 3. Stop motion 4. Coding - Scratch 3.0 **(Maze Game** 5. Robotics - WeDo 2.0 | | 1. Digital Citizenship 2. Multimedia - Retelling Stories Keynote 3. Visual Media - Flow Charts & Infographics (canva) | | 1. Robotics - WeDo 2.0 **STEAM/Science Experiment** 2. Multimedia (Symbols & text) 3. Coding - Scratch 3.0 **(Race Car Game)** 4. Videography - Trailers | |
| **Year 4** | 1. Digital Citizenship 2. Digital ‘housekeeping’ 3. Getting to know the iPad and technology 4. Multimedia - Animation - Sound, Image & Text | | 1. Digital Citizenship 2. Garageband - Video Game Music 3. Videography- Black and White Movie 4. Coding - Scratch **Animations** | | 1. Digital Citizenship 2. Robotics - Dash with Sensors 3. Coding - Scratch 3.0 **Pong Game** 4. Videography- Green Screen (iMovie) | |
| **Year 5** | 1. Digital ‘housekeeping’ 2. GAFE Checkpoint & Catchup for skills needed with BYOD 3. Multimedia - Videography (cross curricular) 4. 3D Printing - **Design a boat STEAM challenge** | | 1. Digital Citizenship 2. Micro Controllers - Makey Makey/ microbit and Design Process 3. Coding - Scratch 3.0 (\_\_\_\_\_\_\_\_\_\_) | | 1. Digital Citizenship 2. Robotics - EV3 Mindstorms (movement, understanding sensors, problem solving) | |
| **Year 6** | 1. Digital housekeeping 2. GAFE - Web Design 3. Multimedia: Videography (iMovie) 4. Wearable Technology 5. Pod Casting (Garageband) | | 1. Digital Citizenship 2. 3D Printing - Design thinking Hot wheels Car Projects 3. Micro Controllers - Micro:BIT and the Design Process with 4. Coding - Scratch 3.0 **(Platform Games)** | | 1. Digital Citizenship 2. Coding - Swift Playgrounds 3. Robotics - EV3 Mindstorms (designing a robot to solve a problem) 4. Year 6 Exhibition (IPC link) | |
| **Year 7** | 1. Introduction to Technology 2. Understanding Computers 3. Spreadsheets | | 1. Programming & Control 2. Micro:bit | | 1. Kodu | |
|
|
| **Year 8** | 1. Micro:bits 2. Scratch | | 1. Spreadsheets 2. Introduction to Python | | 1. Graphics | |
| **Year 9** | 1. Website design using HTML 2. Python Next Steps | | 1. Office Skills | | 1. Micro:bit Next Steps | |