

Robins

Year A 24-25

First year of scheme – all children follow this pathway extending Y2 where needed/ appropriate .

Start Week	Computing Unit Y3/4	Number of hours	Where?
9.9	Year 1 Mouse and Keyboard Skills (Year 2 pupils focus more on keyboard skills, including the year 2 typing resources if already have mouse skills)	4	Home/ School
6.1	Year 1 Introduce Programming (Year 2 Pupils could finish off activities from previous year if on second cycle and move onto Year 2 Develop Programming and Scratch Jr) <i>If children did this last year, then follow YB</i>	5 (7)	Home/ School
23.3	Year 1 Digital Art (Year 2 move onto the year 2 Digital art if already completed year 1 tasks previously) <i>If children did this last year, then follow YB and I'll adapt the plan.</i>	2	School
6.4	Year 1 3D Design	2	School
5.5	Year 1 Text and Images (Year 2 pupils could try the Year 1 Comic Creation as extension or if already completed)	3	School
2.6	Year 1 Music Creation	2	Home/ School
7.7	Year 2 Internet Research (I have when teaching this buddied up year 1 and 2 - could be taught in both year cycle but choose a different set of questions for each, such as Florence Nightingale for first year and Guy Fawkes for second year)	1+	School
14.7	Year 1 E-safety	2	School
	Total	20	

Year B 25 – 26

Decide if split class teaching appropriate – following Y1 and Y2 pathways separately... look at independence of children – can Y2 access so Y1 can have more teacher time?

Determine dates based on timetables for 25-26 and where based on learning from Year A

Start Week	Computing Unit Y1/2	Number of hours	Where?
	Year 2 Recognise uses of IT (this is 1 lesson - Year 2 to be doing this while Year 1 do the Mouse skills) Year 1 Mouse and Keyboard Skills (Year 2 pupils focus more on keyboard skills towards the end of this pack, including the year 2 typing resources)	4	
	Year 1 – Introducing Programming Year 2 – Developing Programming & Scratch Junior	5 (7)	
	Year 2 Digital Art Activities (Year 1 start the Year 1 Digital Art	3	
	Year 2 Introduction to Animation	2	
	Year 2 Introduce Data Handling (could buddy up year 1 and 2 to collect data or I sometimes collect data as a class and then buddy year 1 and 2 to create tables etc.)	2	
	Year 2 E-book Creation (Year 1 could look at the Year 1 Text and images here)	3	
	Year 2 Internet Research (I have buddied up year 1 and 2 in the past - could be taught in both year cycle but choose a different set of questions for each, such as Florence Nightingale for first year and Guy Fawkes for second year. We have recently added more topics too to link to different topics being covered)	1+	Home/ School
	E-safety - revisit the activities and year 2 could focus on resources 4-6 if possible)	2	School
	Total	22	

Kingfisher Year A 24 -25

Start Week	Computing Unit Y3/4	Number of hours	Computing Unit Y5/6	Number of hours	Where?
9.9	Year 3 Programming in Scratch (Year 4 pupils do Year 4 Scratch pupil activities if already completed year 3 activities)	4	Year 5 Scratch (Year 6 could continue pupil activities at point where they got to in either the Year 5 or onto year 6 activities)	4	Home
14.11	Year 4 Graphic Design	2	Year 6 Graphic Design	2	School
			Year 5 Computer Networks – link into PSHE – has elements of E-Safety	2	School
6.1	Year 3 Comic Creation Year 3 Storyboards (Extension to Comic Creation)	5	Year 5 E-book Creation	5	Home
16.3	Year 3 Digital Art	4	Year 5 App Design	4	School
5.5	Year 3 Document Creation	2	Year 5 Physical Devices (Micro:Bit)	2	School
2.6	Year 3 Infographics	2	Year 6 Image Editing	3	Home
30.6	Year 3 Music Creation	3	Year 5 Music Creation	3	School
			Year 5 Data Handling and then Year 6 Data Detectives – Complete after SATS in maths	4	School
7.7	E-safety	2	E-safety – i2Learn resources – Use in PSHE	2	School