

# Computing at Ladymount – 2023 - 24

	Autumn Term	Spring Term	Summer Term
<b>Key :</b> Computer Science (CS), Online Safety and Digital Literacy (OSDL), Information Technology and Digital Literacy (ITDL)			
Foundation 2	<b>Controllable Toys</b> (CS) <b>Pre- coding activities</b> (CS) <b>Digiduck’s Famous Friend</b> (OSDL)	<b>Hello Ruby – Dance Time</b> (CS) <b>Codemonkey: Junior Hour of Code</b> (CS) <b>Detective Digiduck</b> (OSDL) <b>Digiduck and the Magic Castle</b> (OSDL)	<b>Coding Safari App</b> (CS) <b>Kodable – make shapes with code</b> (CS) <b>Digiduck Saves the Day</b> (OSDL) <b>Smartie the Penguin</b> (OSDL)
Year 1	<b>Sequencing</b> (Code Safari) (CS) <b>Smartie the Penguin</b> (OSDL) <b>Jessie and Friends: Watching Videos</b> (OSDL) <b>Word Processing &amp; Functional Skills</b> (ITDL) <b>Creating Media</b> (ITDL)	<b>Loops: Code Studio</b> (CS) <b>Hanni and the Magic Window</b> (OSDL) <b>Media Balance is Important</b> (OSDL) <b>Data and Information</b> (ITDL) <b>Computers and Networks</b> (ITDL)	<b>Events: Code Studio</b> (CS) <b>Safety in My Online Neighbourhood</b> (OSDL) <b>Pause for People</b> (OSDL) <b>Modelling, Music and Media: Music technology</b> (ITDL)
Year 2	<b>Sequencing - Alex App, Box Island App</b> (CS) <b>Smartie the Penguin</b> (OSDL) <b>Jessie and Friends: Sharing Images</b> (OSDL) <b>Word Processing &amp; Functional Skills</b> (Digital Books) (ITDL) <b>Creating Media – Digital Photography</b> (ITDL)	<b>Loops</b> (Code Studio) (CS) <b>Jessie &amp; Friends: Playing Games</b> (OSDL) <b>How Technology Makes You Feel</b> (OSDL) <b>Data and Information</b> (ITDL) <b>Computing and Networks</b> (ITDL)	<b>Events and Impact of Computing</b> (CS) <b>Physical Computing: Bee-Bots</b> (CS) <b>Internet Traffic Lights</b> (OSDL) <b>Pause and Think Online</b> (OSDL) <b>Modelling, Music and Media: Digital Art</b> (ITDL)



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Year 3	<p><b>Sequencing (4)</b> – Code Studio (CS)  <b>That’s Private</b> – Privacy and Security (OSDL)  <b>Let’s Give Credit</b> – Copyright and Ownership (OSDL)  <b>Word Processing and Functional Skills</b> – Text and Media (ITDL)  <b>Creating Media</b> – Publishing (ITDL)</p>	<p><b>Loops (5)</b> (Code Studio) (CS)  <b>Events</b> – Code Studio (CS)  <b>Device Free Moments</b> – Health, Wellbeing and Lifestyle (OSDL)  <b>Digital Trails (1)</b> – Privacy and Security, Online Reputation, Managing Information Online (OSDL)  <b>Data Information (3)</b> – Branching databases (ITDL)  <b>Computers and Networks (3)</b> – Computers and the Internet (ITDL)</p>	<p><b>Events (1)</b> (Code Studio) (CS)  <b>Computer Science – Physical Computing (2)</b> – Micro-bits (CS)  <b>Putting a STOP to Online Meanness (1)</b> Self-image and identity, online relationships, online reputation, online bullying (OSDL)  <b>Who is in your online community?</b> Self-image and identity, online relationships, online reputation, online bullying (OSDL)  <b>Modelling, Music and Media (3)</b> Audio Visual Media (ITDL)</p>
Year 4	<p><b>Sequencing and Debugging</b> – Code Studio (CS)  <b>Events</b> – Code Studio (CS)  <b>Rings of Responsibility</b> – Online relationships (OSDL)  <b>This is Me – Online 1</b> Online relationships, self image and identity, online reputation (OSDL)  <b>Word Processing &amp; Functional Skills</b> Presentations (ITDL)  <b>Creating Media</b> – Video editing(ITDL)</p>	<p><b>Repetition Loops</b> (Code Studio) (CS)  <b>Loops and Conditionals</b> (Code Studio) (CS)  <b>Our Digital Citizenship Pledge</b>(OSDL)  <b>Seeing is Believing</b>(OSDL)  <b>Data and Information</b> (ITDL)  <b>Computing and Networks</b> (ITDL)</p>	<p><b>Conditionals:</b> Code Studio(CS)  <b>Physical Computing:</b> Micro-bits (CS)  <b>Password Powerup</b>(OSDL)  <b>The Power of Words</b>(OSDL)  <b>Modelling, Music and Media:</b> Vector Graphics (ITDL)</p>



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Year 5	<p><b>Sprites and Events</b> – Code Studio (CS)</p> <p><b>Nested Loops</b>– Code Studio (CS)</p> <p><b>Private and Personal Information</b> – Managing Online Information(OSDL)</p> <p><b>A Creator’s Rights and Responsibilities</b>– Self – Image and Identity, Health, Wellbeing and Lifestyle, Copyright and Ownership(OSDL)</p> <p><b>Word Processing and Functional Skills</b> – Presentations(ITDL)</p> <p><b>Creating Media</b> – Video Editing (ITDL)</p>	<p><b>Functions</b> (Code Studio) (CS)</p> <p><b>Conditionals</b> – Code Studio (CS)</p> <p><b>Digital Citizenship</b>– Online Relationships, Health, Wellbeing and Lifestyle, Online Bullying (OSDL)</p> <p><b>Digital Trails (1)</b> – Privacy and Security, Online Reputation, Managing Information Online (OSDL)</p> <p><b>Data Information (3)</b> –databases (ITDL)</p> <p><b>Computers and Networks (3)</b> – Searches and Systems(ITDL)</p>	<p><b>Conditionals and Functions</b> (Code Studio) (CS)</p> <p><b>Computer Science – Physical Computing (2)</b> – Micro-bits (CS)</p> <p><b>My Media Choices:</b> Self-image and identity, Health, Wellbeing and Lifestyle (OSDL)</p> <p><b>Keeping Games Fun and Healthy:</b> Online Relationships, Health, Wellbeing and Lifestyle, Online Bullying (OSDL)</p> <p><b>Modelling, Music and Media:</b> Podcasting (ITDL)</p>
Year 6	<p><b>Sprites and Behaviours, Events and Inputs</b>– Code Studio (CS)</p> <p><b>You Won’t Believe This!</b>– Health, Wellbeing and Lifestyle, Managing Online Information, Privacy and Security (OSDL)</p> <p><b>Reading the News:</b> Managing Online Information, Health, Wellbeing and Lifestyle, Privacy and Security, Copyright and Information (OSDL)</p> <p><b>Computers and Networks:</b> Advanced Internet Use (ITDL)</p> <p><b>Creating Media</b> – Website Creation(ITDL)</p>	<p><b>Inputs and Variables</b>(Code Studio) (CS)</p> <p><b>Digital Friendship</b>(OSDL)</p> <p><b>Cyber Bullying</b>(OSDL)</p> <p><b>Data and Information:</b> Spreadsheets (ITDL)</p> <p><b>Word Processing &amp; Functional Skills:</b> Collaboration &amp; Communication(ITDL)</p>	<p><b>Machine Learning:</b> Code Studio(CS)</p> <p><b>Extended Coding and Physical Computing:</b> Micro-bits and Scratch (CS)</p> <p><b>Beyond Gender Stereotypes:</b> Self-Image and Identity, Online Relationships(OSDL)</p> <p><b>Media Balance:</b> Health, Wellbeing and Lifestyle (OSDL)</p> <p><b>Modelling, Music and Media:</b> 3D Modelling (ITDL)</p>

