



Class 1

Computer Science - Systems and Networks:

You need to:

- Name the parts of a computer. (monitor, keyboard, mouse)
- Develop mouse and keyboard skills.



Can you...

- Find technology in the class?
- Explain it helps us?

Class 2

Computer Science - Systems and Networks:

You need to:

- Know that a computer is a part of IT.
- Identify and discuss the use of IT in school and out of school.

Can you...

- Explain how IT helps us?
- Explain how to use IT safely?



Class 3

Computer Science - Systems and Networks:

You need to:

- Describe how networks connect to each other.
- Know how networked devices make the internet.
- Know how to add content to the internet.
- Think about how reliable information on the internet really is.



Class 4

Computer Science - Systems and Networks:

The Internet is a network of computers connected to each other all around the world.

When using search engines (such as Swiggle) online, the results are organised in many different ways including:

- the number of links from other webpages to this webpage
- the number of time the keywords appear in the text on the page
- the use of the keywords in the URL
- how often the webpage is updated
- There are many different search engines which are designed for different purposes. Swiggle is perfect for children to search for information safely.

Networks

- A computer network is a group of connected devices, such as computers, printers, smartphones, routers and hard drives.
- They link together to 'communicate' with each other and share information - *The Pupil section of our network!*



Pupil (P:)





Class 1

Computer Science - Programming and Coding: Programming is giving instructions to computers.



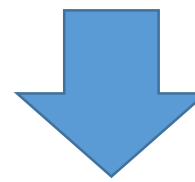
You will...

- Explain what happens when buttons are pressed.
- Solve problems by making a Beebot move.
- Create instructions (or commands) for a Beebot.
- Predict what will happen and improve your instructions.



Help an onscreen Beebot navigate around a course.

Predict what will happen on screen.



Class 2



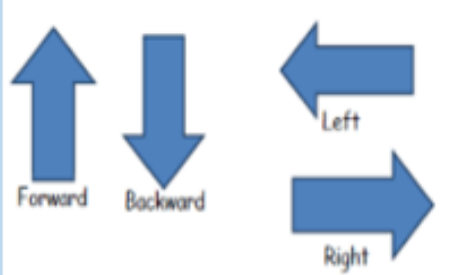
Computer Science - Programming and Coding: Programming is giving instructions to computers.

You will...

- Know how remote controls can control devices e.g. TV, DVD and screens.
- Create a sequence of instructions.
- Coding = Creating instructions for a computer to follow.
- Debugging = Finding and fixing an issue/problem.

You will use...



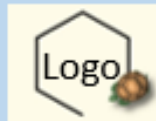
- Scratch Junior and Purple Mash


Class 3

Computer Science - Programming and Coding: (Programming is giving instructions to computers.)



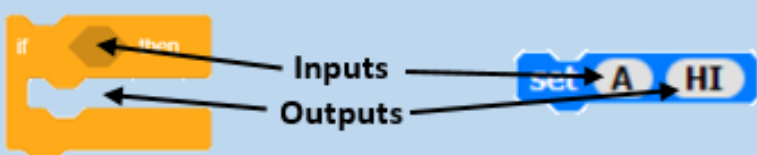
- **Everyday devices are controlled by inputs and outputs which can be controlled by using code** – *kettles, traffic lights or automatic doors.*
- **An algorithm is a clear, precise set of instructions.** - e.g. *fd (forward), bd (backwards), rt (right), lt (left)*
- **You can use algorithms to solve problems.**
- **You can use repetitions and selection to shorten code.** e.g. *'repeat 10.'*
- **Mistakes are called errors or bugs. You can fix these errors (debug) to make the algorithm work correctly.**


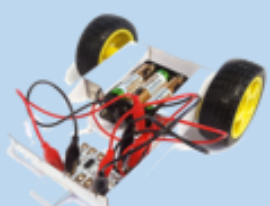
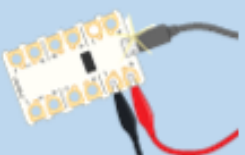

Class 4

Computer Science - Programming and Coding:

- **Programming is giving instructions to computers.**
- **Computers can control many things in our daily lives** – *These can include: traffic lights, sensors, vending machines etc.*
- **Mistakes are called errors or bugs, and debugging helps fix them** – *Imagine if traffic lights stayed on green!*
- **Variables are something that can change and hold different information** – *Think of a scoreboard in football!*
- **Inputs are what we give to the program, and outputs are what it shows or does** – *When you tell the Crumble kit to light up (input), guess what, it lights up (output)!*






Physical device Sprite (on screen)




Class 1


Digital Literacy – Using the internet and online safety: 

You will...

- Know how to use ICT to find information.
- Use the correct buttons on a website.
- Follow the school internet safety rules.
- Know where work is stored.




Class 2


Digital Literacy – Using the internet and online safety: 


You will....

- Know that some information is more useful than others.
- Be able to navigate a webpage and search engine.
- Use a safe search engine e.g. Swiggle to find answers to questions.
- Follow the school rules and know where to go for help and support.






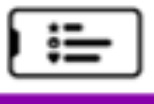

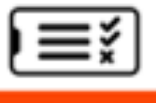



Class 3

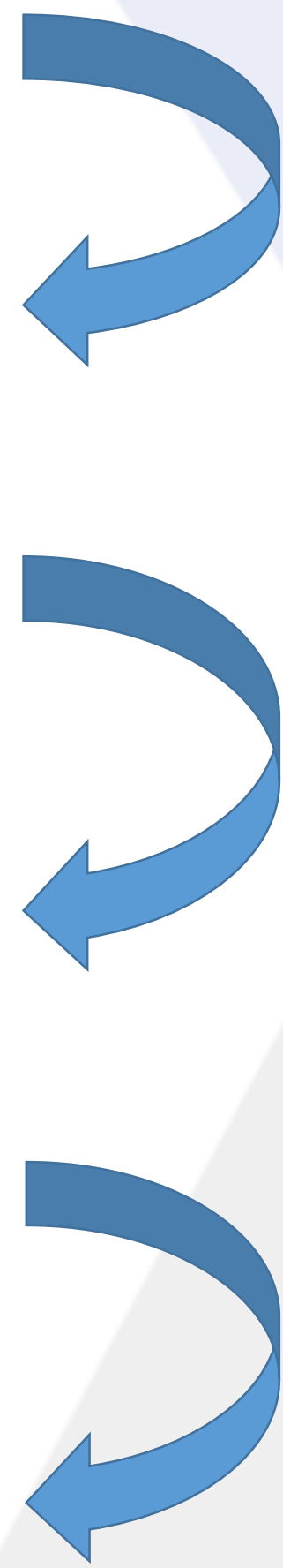
Digital Literacy – Using the internet and online safety: 

- **You can use key words to find information online – you don't need to ask full questions- e.g. Brazil capital**
- **Scan through search results to decide which is most useful.**
- **Websites have addresses! e.g. www.bbc.co.uk. You can copy these to make a link in your work.** 
- **Remember, some websites share false information. Check first!**
- **If you see something inappropriate, TAG (Tell A Grown up).**

Class 4

Digital Literacy – Using the internet and online safety: 

 Self-image and Identity	 Online Relationships	 Online Reputation	 Online Bullying
<ul style="list-style-type: none"> • Gender • Stereotypes • Bias 	<ul style="list-style-type: none"> • Behaviours • Interactions • Empower 	<ul style="list-style-type: none"> • Profiles • Manage • Content 	<ul style="list-style-type: none"> • Intervention • E-safety • Reporting
 Managing Online Information	 Health, Well-being and Lifestyle	 Privacy and Security	 Copyright and Ownership
<ul style="list-style-type: none"> • Searching • Ethics • Cookies 	<ul style="list-style-type: none"> • Amplified • Well-being • Strategies 	<ul style="list-style-type: none"> • Strategies • Protect • Compromised 	<ul style="list-style-type: none"> • Crediting • Access • Distribution







Class 1

Digital Literacy – Communication and collaboration

You will...

- Know how to use technology and tools safely.
- Know how to stay safe online.






Class 2

Digital Literacy – Communication and collaboration

You will..

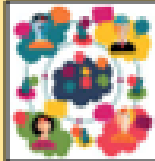
- Know how to communicate safely.
- Know the e-safety rules and where to go for help and support.
- Share content on Seesaw and know how to.

Class 3

Digital Literacy – Communication and collaboration

- **Speak to people online how you would in person – appropriate behaviour and communication.**
- **Don't give out personal information online – name, address, phone number.**
- **You can share your work using Seesaw or Purple Mash.**




Class 4

Digital Literacy – Communication and collaboration

Create content that can be shared on the school website or on Seesaw. Use programs (like Book Creator) to:

- Insert Hyperlinks
- Insert tables, flash files and games
- Embed videos
- Contribute the blog entries and make appropriate, supportive comments about the work of others.

Consider **LANGUAGE, LAYOUT** and **FORMAT** to best suit the task






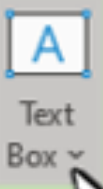

Class 1

Information Technology (IT) – Multimedia


You will...




Use a keyboard – space, delete, shift and enter



Text Box



Insert Picture



Insert text, images, pictures and sound


You will use...

- Book Creator, Word and J2 Data (Write)


Class 2

Information Technology (IT) – Multimedia


You will....




Edit – font size, colour and style.




Add sound, background, images to change the mood and atmosphere.



W



purple mash




You will use...

Microsoft Word, Purple Mash and Book Creator

Class 3

Information Technology (IT) – Multimedia

- **Always think about what makes a good design** – layout, colour, pictures, font...
- **You can make a presentation more exciting by adding sounds, videos and pictures.**
- **Some pictures are owned and shouldn't be copied** – copyright and plagiarism.



P

Class 4

Information Technology (IT) - Multimedia

 **Audience:** Who are you making the media for? Is it suitable?

 **Purpose:** What do you want the media to do? How best can you achieve this?

APPROPRIATE FONTS

 PowerPoint <ul style="list-style-type: none"> • Presentations • Non-linear (any order) • Linear (in order) 	<p>Insert actions :</p>  Sound  Home  Hyperlink Link	 Word <ul style="list-style-type: none"> • Any form of writing • Create your own documents 	 Publisher <ul style="list-style-type: none"> • Any form of writing • Professional document layouts
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Class 1

Information Technology (IT) – Digital Imagery 

You need to:

- Use a paint package to create a picture.
- Explore with shape, line and colour.
- Take a photo and talk about the tools used.
- Talk about images and who sees them.

You will use...

- 2Paint – Purple Mash
- iPads




Class 2

Information Technology (IT) – Digital Imagery 

You need to:


- Get images from devices, edit and store them.
- Copy, paste, crop, delete, change.
- Evaluate their and others work.
- Take photos/ videos for a purpose.
- Choose between landscape and portrait.
- Build awareness of sharing images online.

You will use:
Book Creator, Purple Mash, Pic Collage, Moldiv








Class 3

Information Technology (IT) – Digital Imagery 

- **To make an animation/ cartoon, you put together a sequence of still images.**
- **Be careful who you share images and work with.**
- **You can get images from different sources.**
- **You can edit or change an image to make it look different.**
E.g. crop

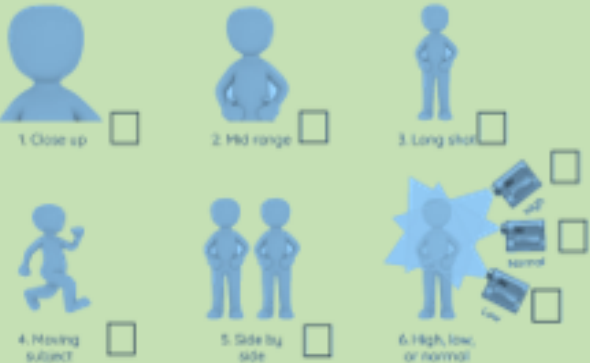



Class 4

Information Technology (IT) – Digital Imagery 

Audience – Who is our video for?

Purpose – What do we want our video to achieve?



- Storyboards
- Animation
- Titles
- Credits
- Angles
- Perspective






Class 1

Information Technology (IT) – Music and Sound 

You need to:


- Listen to a range of music and sound.
- Record, share and talk about recordings.

You will use:

- Seesaw – microphone button.


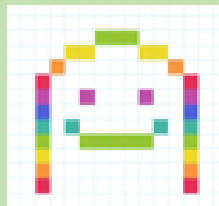


Class 2

Information Technology (IT) – Music and Sound 

You need to:

- Use different devices to record sound.
- Explore sound to create, edit and refine music.
- Add sound to your work.






You will use:
Chrome Music Lab, Book Creator, Seesaw,


Class 3


Information Technology (IT) – Music and Sound

- **When recording your voice or sound, speak clearly and consider background noise.**
- **Layer sounds to make backing tracks.**
- **You can share your work using Seesaw.**
- **Be careful who you share work with.**






Class 4

Information Technology (IT) – Music and Sound 

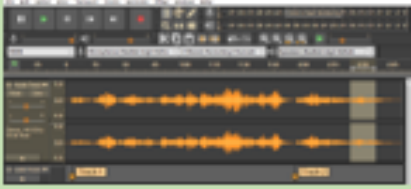
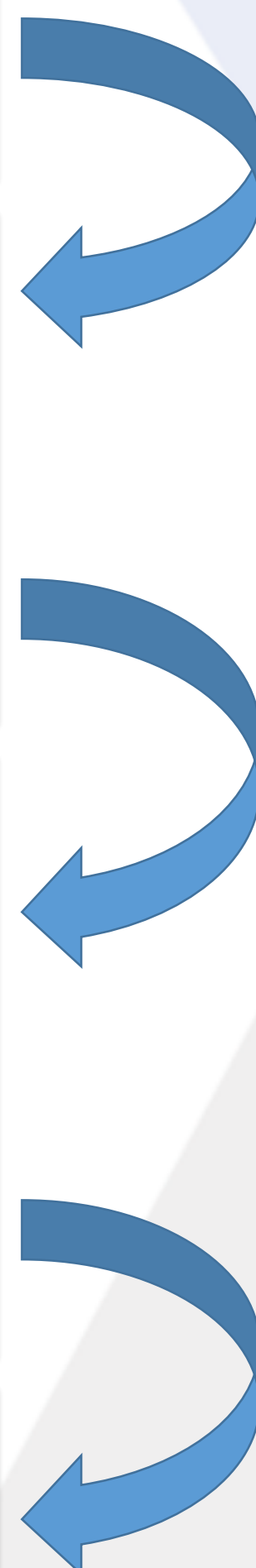
Garageband 

- Consider the audience and purpose of the music for a particular theme.
- Create phrases of beats / music into bars.
- These can be saved as **MP3s** which can then be added to your presentations in iMovie!



Audacity 

- Podcasting. Consider the audience and purpose of your broadcast.
- Evaluate the effectiveness of
- Record. Edit. Upload!



Class 1

Information Technology (IT) – Data

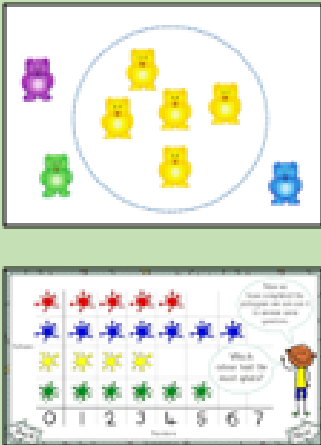
You need to:

- Sort objects on screen.
- Create pictograms.

You will use...

- Purple Mash Pictograms
- J2 Pictograms

Compare...
Is it better doing these things in real life or using a computer?



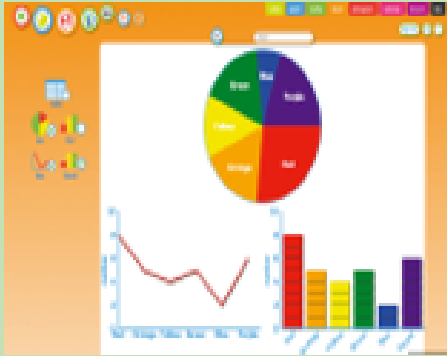
Class 2

Information Technology (IT) - Data

You need to:

- Create a bar chart including numbers and labels.
- Talk about how ICT helps you organise, edit, and make changes.

You will use...
J2 Data

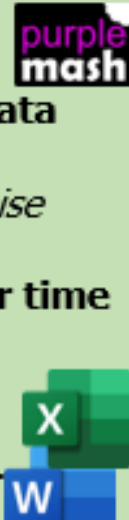


Class 3

Information Technology (IT) - Data

- **Spreadsheets are a good place to collect, sort, present data and perform calculations.**
- **Data loggers are used to collect data – e.g. heart rates, noise levels.**
- **Continuous data is something that can be measured over time – e.g. height of a sunflower.**
- **Discrete data is something that can be counted in whole numbers - e.g. favourite animal.**
- **Know that you can use data to spot patterns and answer questions.**

You will use...
purple mash, Microsoft Excel, Microsoft Word



Class 4

Information Technology (IT) - Data

Spreadsheets – Excel

- Frequency tables, pictograms, bar graphs, line graphs – *Use the correct one!*
- Using the formulae– *Calculating your totals in Theme Park Maths or Dream Job Maths!*

Databases - 2Investigate

- Useful to track, compare, sort and search for information.
- Remember to enter your information accurately!
- Design suitable fields to sort your information.

You will use...
Microsoft Excel, 2Investigate

