



Computing in the Early Years and Foundation Stage

Children in the Early Years and Foundation Stage will have opportunities to use Mini Mash or Purple Mash as part of their Computing experience to support them in working towards their early learning goals (see below).

Computing				
Stepping Stones EYFS 1	Personal, Social and Emotional Development	 Remember rules without needing an adult to remind them. 		
	Physical Development	Match their developing physical skills to tasks and activities in the setting.		
	Understanding the World	Explore how thingswork.		
Foundation EYFS 2	Personal, Social and Emotional Development	 Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health andwellbeing: sensible amounts of 'screen time'. Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. 		
	Physical Development	 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. 		
	Expressive Arts and Design	 Explore, use and refine a variety of artistic effects to express their ideas and feelings. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 		





	Autumn		Spring		Summer	
Year 1	Unit 1.9 - Technology	Unit 1.1 - Online safety &	Unit 1.5 - Maze Explorers	Unit 1.7 - Coding	Unit 1.7 continued -	Unit 1.6 – Animated
	outside school	Exploring Purple Mash –	(3 weeks)	(3 weeks)	Coding	Story Books
	(2 weeks)	(4 weeks)			(2weeks)	(5 weeks)
Strand	Digital Literacy	Digital Literacy	Computer Science	Computer Science	Information Technology	Information Technology
Kov NC	Bacagnica common usas	Lico technology safely and	Lindorstand what	Lindorstand what	Lico tochnology	Lico tochnology
Objectives	of information	respectfully keeping	algorithms are: how they	algorithms are: how they	nurnosefully to create	nurnosefully to create
objectives	technology beyond	personal information	are implemented as a	are implemented as a	organise, store.	organise, store.
	school.	private; identify where to	program on digital	program on digital	manipulate and retrieve	manipulate and retrieve
		go for help and support	devices and that	devices and that	digital context.	digital context.
		when they have concerns	programmes execute by	programmes execute by		
		about content or contact	following precise and	following precise and		
		on the internet or other	unambiguous	unambiguous		
		online technologies.	instructions.	instructions.		
			Create and debug simple	Create and debug simple		
			programs.	programs.		
			p. 68. a	p. 68. a		
			Use logical reasoning to	Use logical reasoning to		
			predict the behaviour of	predict the behaviour of		
			simple programs.	simple programs.		
Suggested	To learn where	To learn to log in safely.	To learn the functionality	To learn what coding	To learn what coding	To learn what e-books
Learning Steps	technology is used in the	To be supplied as a f	of the basic direction	means in computing.	means in computing.	and the 2Create a Story
	local community.	To learn the idea of	кеуѕ.	To loarn what	To loarn what	tool is.
	To learn that there are	creative work'	To learn how to create	instructions are and	instructions are and	To learn how to add
	many different examples	cleative work.	and debug a set of	predict what might	predict what might	animation to a story.
	of technology outside	To learn how to find	instructions (algorithm).	happen when they are	happen when they are	
	school.	saved work in the Online		followed.	followed.	To learn how to add
		Work area and find	To learn how to use the			sound to a story,
		teacher comments.	additional direction keys	To learn to use code to	To learn to use code to	including voice recording
			as part of an algorithm.	make a computer	make a computer	and music the children
		To learn how to search		program.	program.	have composed.
		Purple Mash to find	I o learn how to change	To loove what shirts a st	To loove what shirts a st	Ta laava bautta susst
		resources.	list	actions are	actions are	no learn now to create a
		To learn to become	1151.			including adding
		familiar with the types of	To learn how to set and	To learn what an event is	To learn what an event is	hackgrounds and
		resources available in the	access challenges for	i o learn what an event is.	To rearry what an event is.	copying and pasting
		Topics section.	peers.			pages.





		To learn to add pictures and text to work. To learn about the common icons used in Purple Mash for Save, Print, Open, New. To learn and understand the importance of logging out when they have finished.		To learn how to us use an event to control an object. To begin to understand how code executes when a program is run. To understand what backgrounds and objects are. To learn how to plan and make a computer program.	To learn how to us use an event to control an object. To begin to understand how code executes when a program is run. To understand what backgrounds and objects are. To learn how to plan and make a computer program.	To learn how to share e- books on a class display board.
Key Vocabulary	Computer Technology	Alert Avatar Button Device File name Icon Log in Log out Menu My work area Notification Private Password	Algorithm Challenge Command Direction Instruction Left Right Route Undo Unit	Action Algorithm Background Code Coding Command Debug/ debugging Event Execute	Action Algorithm Background Code Coding Command Debug/ debugging Event Execute	Animation Background Clip-art Gallery E-book Edit Font Sound Sound-effect Text





	Autumn		Spring	Summer	
Year 2	Unit 2.2 – Online Safety	Unit 2.5 – Effective	Unit 2.1 – Coding	Unit 2.6 – Creating	Unit 2.3 -Spreadsheets
	(3 weeks)	Searching	(5 weeks)	Pictures and Unit 2.7	(3/4 weeks)
		(3 weeks)		Making Music	
				(merge in 4 weeks)	
Strand	Digital Literacy	Digital Literacy	Computer Science	Information Technology	Information Technology
Key NC	Use technology safely	Recognise common uses	Understand what algorithms are; how they are	Use technology	Use technology
Objectives	and respectfully, keeping	of information	implemented as a program on digital devices and that	purposefully to create,	purposefully to create,
	personal information	technology beyond	programmes execute by following precise and	organise, store,	organise, store,
	private; identify where	school.	unambiguous instructions.	manipulate and retrieve	manipulate and retrieve
	to go for help and			digital context.	digital context.
	support when they have	Use technology	Create and debug simple programs		
	concerns about content	purposefully to create,			
	or contact on the	organise, store,	Use logical reasoning to predict the behaviour of		
	internet or other online	manipulate and retrieve	simple programs		
	technologies.	digital context.			
Suggested	To learn how to refine	To learn and understand	To learn what an algorithm is.	To learn the functions of	To learn how to use
Learning Steps	searches using the	the terminology		the 2Paint a Picture tool.	2Calculate image, lock,
	Search tool.	associated with	To learn how to create a computer program using an		move cell, speak and
		searching.	algorithm.	To learn about and	count tools to make a
	To learn how to use			recreate the	counting machine.
	digital technology to	To gain a better	To learn how to create a program using a given design.	Impressionist style of art	
	share work on Purple	understanding of		(Monet, Degas, Renoir).	To learn how to copy
	Mash to communicate	searching on the Internet.	To learn and understand the collision detection event.		and paste in 2Calculate.
	and connect with others			To learn how to recreate	
	locally.		To understand that algorithms follow a sequence.	Pointillist art and look at	To learn how to use the
				the work of pointillist	totalling tools.
	To learn what it means		To learn how to design an algorithm that follows a	artists such as Seurat.	To success the set for
	to share more globally		timed sequence.	To be seen to be set the second.	To use a spreadsneet for
	on the internet.		To understand that different phiests have different	of Dist Mondrian and	money calculations.
	To loarn how to uso		properties	of Plet Monufian and	To loarn how to use the
	Email as a		properties.	the lines template	2Calculate equals tool to
	communication tool		To learn what different events do in code	the mes template.	check calculations
	using 2Bespond		To learn what unreferit events do in code.	To learn about the work	check calculations.
	simulations		To learn and understand the function of buttons in a	of William Morris and	To learn how to use
			program.	recreate the style using	2Calculate to collect
	To learn how we should		F0	the patterns template.	data and produce a
	talk to others in an		To learn how to debug simple programs.		graph.
	online situation.			To explore surrealism and	0
				e Collage.	
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	To learn how to open and send simple online communications in the form of email. To learn that information put online leaves a digital footprint or trail. To learn and identify the steps that can be taken to keep personal data and hardware secure.			To learn how to make music digitally using 2Sequence. To explore, edit and combine sounds using 2Sequence. To learn how to edit and refine composed music. To think about how music can be used to express feelings and create tunes which depict feelings. To learn how to upload a sound from a bank of sounds into the Sounds section.	
Key Vocabulary	Attachment Digital footprint Email Filter Internet Personal Information Private Information Search Secure Sharing	Digital footprint Domain Internet Network Search Engine Web address Web page World Wide Web Web site	Action Algorithm Background Bug Button Click events Collision detection Command Debug/ debugging Event Execute	Art Fill Impressionism Palette Pointillism Style Surrealism Beat Compose Note Tune Sound Effect Soundtrack Speed Tempo Volume	Block graph Cell Column Copy Count tool Data Drag Equals Equals tool Label Row Speak tool Table Total





	Autumn		Spring		Summer
Year 3	Unit 3.4 - Touch Typing	Unit 3.2 - Online Safety	Unit 3.5 - Email	Unit 3.9 - Presenting with	Unit 3.1 - Coding
	(4 weeks)	(3 weeks)	(3 weeks)	РРТ	(6 weeks)
				(3 weeks)	
Strand	Information Technology	Digital Literacy	Digital Literacy	Information Technology	Computer Science
Key NC	Select, use and combine	Use technology safely,	Understand computer	Select, use and combine a	Design, write and debug programs that accomplish
Objectives	a variety of software	respectfully and	networks including the	variety of software	specific goals, including controlling or simulating
	(including internet	responsibly; recognise	internet; how they can	(including internet	physical systems; solve problems by decomposing
	services) on a range of	acceptable/unacceptable	provide multiple services,	services) on a range of	them into smaller parts.
	digital devices to design	behaviour; identify a	such as the world wide	digital devices to design	
	and create a range of	range of ways to report	web; and the	and create a range of	Use sequence, selection and repetition in programs;
	programs, systems and	concerns about content	opportunities they offer	programs, systems and	work with variables and various forms of input and
	given goals, including		collaboration	given goals, including	output.
	collecting analysing		conaboration.	collecting analysing	Use logical reasoning to explain how some simple
	evaluating and		Select use and combine a	evaluating and presenting	algorithms work and to detect and correct errors in
	presenting data and		variety of software	data and information.	algorithms and programs.
	information.		(including internet		
			services) on a range of	Use technology safely,	
			digital devices to design	respectfully and	
			and create a range of	responsibly; recognise	
			programs, systems and	acceptable/unacceptable	
			content that accomplish	behaviour; identify a	
			given goals, including	range of ways to report	
			collecting, analysing,	concerns about content	
			evaluating and presenting	and contact.	
			data and information.		
			Use technology safely.		
			respectfully and		
			responsibly; recognise		
			acceptable/unacceptable		
			behaviour; identify a		
			range of ways to report		
			concerns about content		
			and contact.		
Suggested	To learn and understand	To learn what makes a	To learn the different	To learn and understand	To learn what a flowchart is and how flowcharts are
Learning Steps	typing terminology.	sate password.	methods of	the uses of PowerPoint.	used in computer programming.
	To understand the	To loorn mothods for	communication.	To loarn how to create a	To loarn and understand that there are different
	correct way to sit at the	keeping passwords cafe	To learn how to onon and	nage in a presentation	types of timers and select the right type for hypers
	keyboard	veehing hassmolus sale.	respond to an email using	page in a presentation.	types of timers and select the right type for purpose.
	Keyboara.	To learn and understand	an address book	To learn how to add	To learn how to use the repeat command
		how the Internet can be		media to a presentation.	





Kov	To learn how to use the home, top and bottom row keys. To practise typing with the left and right hand.	used in effective communication. To learn how a blog can be used to communicate with a wider audience. To consider the truth of the content of websites. To learn about the meaning of age restrictions symbols on digital media and devices.	To learn how to use email safely. To learn how to add an attachment to an email. To explore a simulated email scenario.	To learn how to add animations to a presentation. To learn how to add timings to a presentation. To use the skills learnt to design and create an engaging presentation.	To learn the importance of nesting. To design and create an interactive scene.
Vocabulary	Keys Space bar Typing	Inappropriate Inappropriate Blog Password Personal information Internet Spoof Reputable source Reliable source Permission Verify Vlog Website	Attachment BCC (Blind Carbon Copy) CC Communication Compose Email Inbox Password Personal Information Save to draft Trusted contact	Border properties Font formatting Layer Media Presentation Slide Slideshow Text Box Transition Word Art	Alert Algorithm Background Bug Button Click Event Code Collision detection event Command Debug / debugging





	Autumn		Spring	Summer	
Year 4	Unit 4.2 – Online Safety	Unit 4.7 – Effective Searching	Unit 4.1 – Coding	Unit 4.5 – Logo	Unit 4.6 – Animation
	(4 weeks)	(3 weeks)	(6 weeks)	(4 weeks)	(3 weeks)
Strand	Digital Literacy	Information Technology	Computer Science	Computer Science	Information Technology
Key NC	Understand computer	Understand computer	Design, write and debug	Design, write and debug	Select, use and combine a
Objectives	networks including the	networks including the	programs that accomplish	programs that accomplish	variety of software (including
	internet; how they can provide	internet; how they can provide	specific goals, including	specific goals, including	internet services) on a range of
	multiple services, such as the	multiple services, such as the	controlling or simulating	controlling or simulating	digital devices to design and
	world wide web; and the	world wide web; and the	physical systems; solve	physical systems; solve	create a range of programs,
	opportunities they offer for	opportunities they offer for	problems by decomposing	problems by decomposing	systems and content that
	communication and	communication and	them into smaller parts.	them into smaller parts.	accomplish given goals,
	collaboration.	collaboration.			including collecting, analysing,
			Use sequence, selection, and	Use sequence, selection, and	evaluating and presenting data
	Use technology safely,	Use search technologies	repetition in programs, work	repetition in programs, work	and information.
	respectfully and responsibly;	effectively, appreciate how	with variables and various	with variables and various	
	recognise	results are selected and	forms of input and output.	forms of input and output.	
	acceptable/unacceptable	ranked, and be discerning in			
	behaviour; identify a range of	evaluating digital content.	Use logical reasoning to explain	Use logical reasoning to explain	
	ways to report concerns about		how some simple algorithms	how some simple algorithms	
	content and contact.		work and to detect and correct	work and to detect and correct	
			errors in algorithms and	errors in algorithms and	
			programs.	programs.	
			Select, use and combine a		
			variety of software (including		
			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		
Suggested	Going Phishing	Using a Search Engine	Design, Code, Test and Debug	Introduction to 21 ogo	Animating an Object
Learning Stens	To understand how children	To locate information on the	To review coding vocabulary	To learn the structure of the	To decide what makes a good
	can protect themselves from	search results page.	and knowledge.	language of 2Logo. To input	animated film or cartoon and
	online identity theft. To		To create a simple computer	simple instructions in 2Logo	discuss favourite animations
	understand that information	Use Search Effectively to	program.	· · · · · · · · · · · · · · · · · · ·	To learn how animations are
	put online leaves a digital	Answer Questions		Creating Letters using 2Logo	created by hand.
	footprint or trail and that this	To use search effectively to	IF Statements	To use 2Logo to create letter	To find out how 2Animate
	can aid identity theft.	find out information.	To begin to understand	shapes.	animations can be created in a
	,		selection in computer		similar way using technology.
	Going Phishing	Reliable Information Sources	programming.		.,





To identify the risks and	To assess whether an	To understand how an IF	Using the 'Repeat' Command	2Animate Tools
benefits of installing software	information source is true and	statement works.	in 2Logo	To learn about onion skinning
including apps	reliable.		To use the Repeat command in	in animation.
0 11		Co-ordinates	2Logo to create shapes.	To add backgrounds and
Plagiarism		To understand how to use	5	sounds to animations.
To understand that copying the		coordinates in computer	Using Procedures	
work of others and presenting		programming.	To use and build procedures in	Stop Motion Animation
it as their own is called		To understand how an IF	2Logo.	Introducing 'stop motion'
'plagiarism' and to consider the		statement works		animation.
consequences of plagiarism.				To share animation the class
To identify appropriate		Repeat Until and IF/ELSE		blog.
behaviour when participating		Statements		0
or contributing to collaborative		To understand the Repeat until		
online projects for learning.		command.		
5		To begin to understand		
		selection in computer		
To identify the positive and		programming.		
negative influences of		To understand how an IF/ELSE		
technology on health and the		statement works.		
environment.				
o understands the importance		Number Variables		
of balancing game and screen		To understand what a variable		
time with other parts of their		is in programming.		
lives		To use a number variable.		
		Making a Playable Game		
		To review vocabulary and		
		concepts learnt in Year 4		
		Coding.		
		To create a playable game.		
Citation	Balanced View	Action	Debugging	Animation
Copyright	Easter eggs	Alert	Grid	FPS Frames per second
Password	Internet	Algorithm	LOGO	Frame
Collaborate	Key words	Background	LOGO Commands FD RT LT BK	Onion Skinning
Malware	Reliability	Button	Multi Line mode	Pause
SMART rules	Results	Code blocks	Pen Down	Stop motion
Phishing	Search engine	Command	Procedure	
Cookies		Debug	Repeat	
Digital Footprint		Design	Run Speed	
Ransomware		Execute	SETPC	
Virus		Event	SETPS	
Spam		Nest		
Ad fly		Implement		
Watermark		Repeat until		





		Flowchart	
		If/else Statement	
		Object	
		Drodict	
		(If Statement	
		If Statement	
		Input	
		Prompt	
		Repeat	
		Run	
1			





	Autumn		Spring	Summer
Year 5	Unit 5.2 – Online Safety	Unit 5.4 – Databases	Unit 5.1 – Coding	Unit 5.5 – Game Creator
	(3 weeks)	(4 weeks)	(6 weeks)	(5 weeks)
Strand	Digital Literacy	Information Technology	Computer Science	Computer Science
Key NC	Understand computer	Select, use and combine a	Design, write and debug programs that accomplish	Design, write and debug programs that accomplish
Objectives	networks including the	variety of software	specific goals, including controlling or simulating	specific goals, including controlling or simulating
	internet; how they can	(including internet	physical systems; solve problems by decomposing	physical systems; solve problems by decomposing
	provide multiple	services) on a range of	them into smaller parts	them into smaller parts
	services, such as the	digital devices to design		
	world wide web; and the	and create a range of	Use sequence, selection, and repetition in programs,	Select, use and combine a variety of software
	opportunities they offer	programs, systems and	work with variables and various forms of input and	(including internet services) on a range of digital
	for communication and	content that accomplish	output	devices to design and create a range of programs,
	collaboration	given goals, including	the lested second at a substant because storals	systems and content that accomplish given goals,
	line to share in successful a	collecting, analysing,	Use logical reasoning to explain now some simple	including collecting, analysing, evaluating and
	Use technology safely,	evaluating and presenting	algorithms work and to detect and correct errors in	presenting data and information
	respectfully and	data and mormation	algorithms and programs	
			Select use and combine a variaty of software	
	hebayiour: identify a		(including internet services) on a range of digital	
	range of ways to report		devices to design and create a range of programs	
	concerns about content		systems and content that accomplish given goals	
	and contact		including collecting analysing evaluating and	
	and contact.		presenting data and information	
Suggested	Responsibilities and	Searching a Database	Coding Efficiently	Setting the scene.
Learning Steps	Support when Online	To learn how to search	To review existing coding knowledge.	To Introduce the 2DIY 3D tool.
	To gain a greater	for information in a	To begin to be able to simplify code.	To begin planning a game.
	understanding of the	database.	To create a playable game.	
	impact that sharing			Creating the Game Environment
	digital content can have.	Creating a Class Database	Simulating a Physical System	To design the game environment.
	To review sources of	To contribute to a class	To understand what a simulation is.	
	support when using	database.	To program a simulation using 2Code.	The Game Quest
	technology.			To design the game quest to make it a playable game.
	To review children'	Creating a Topic Database	Decomposition and Abstraction	
	responsibility to one	To create a database	To know what decomposition and abstraction are in	Finishing and Sharing
	another	around a chosen topic.	Computer Science.	To finish and share the game.
			To take a real-life situation, decompose it and think	
	Protecting Privacy		about the level of abstraction.	
	To know how to		To use decomposition to plan of a real-life situation.	To self- and peer evaluate.
	maintain secure		Fristian and Frugations	
	passwords.		Friction and Functions	
	advantages		To begin to understand what a function is and how	
	disadvantages,		functions work in code	
	normissions and			
	permissions, and			





purposes of image digi reasons fo To be awa appropriat inappropri photograp and the im sharing th Citing Sou To learn a reference their work To search with a con the reliabi results of check valid understan of incorred Reliability Ensuring r	of altering an tally and the r this. re of te and iate text, whs and videos hpact of ese online. rces bout how to sources in the Internet sideration for lity of the sources to dity and d the impact ct information.	Introducing Strings To understand what the different variable types are and how they are used differently. To understand how to create a string. Text Variables and Concatenation To begin to explore text variables when coding. • To understand what concatenation is and how it works	
Citation Citation Copyright Identity th PEGI ratin Password Reliable so Collaborat Malware Personal in SMART ru Communio Encrypt Ownership Phishing Spoof Validity	Arrange Avatar Avatar Chart g Collaborative Data Database re Field Database Report oformation Group les Record cation Search Sort o Statistics	Abstraction Action Algorithm Concatenation Debugging Decomposition Efficient Flowchart Selection Simplify Repeat Sequence Timer Variable	Animation Image Texture Computer game Instructions Perspective Customise Interactive Evaluation Screenshot Playability





	Autumn		Spring	Summer	
Year 6	Unit 6.2 – Online Safety	Unit 6.3 - Spreadsheets	Unit 6.1 - Coding	Unit 6.7 – Quizzing	Unit 6.4 – Blogging
	(2 weeks)	(5 weeks)	(6 weeks)	(4 weeks)	(2 weeks)
Strand	Digital Literacy	Information Technology	Computer Science	Information Technology	Computer Science
Strand Key NC Objectives	Digital Literacy Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Information Technology 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	Computer ScienceDesign, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller partsUse sequence, selection, and repetition in programs, work with variables and various forms of input and outputUse logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programsSelect, 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	Information Technology 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	Computer Science Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration 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 technology safely, respectfully and reconsibly: recognice
					responsibly; recognise acceptable/unacceptabl e behaviour; identify a range of ways to report concerns about content and contact.
Suggested Learning Steps	Message in a Game To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location.	Exploring Probability To use a spreadsheet to investigate the probability of the results of throwing many dice. Exploring Probability To use a spreadsheet to	Designing and making a more Complex Program To design a playable game with a timer and a score. To plan and use selection and variables. To understand how the launch command works. Using Functions To use functions and understand why they are useful. To understand how functions are created and called	Introducing 2DIY To create a picture-based quiz for young children. Using 2Quiz To learn how to use the question types within 2Quiz.	What is a Blog? To identify the purpose of writing a blog. To identify the features of successful blog writing. Planning a Blog





To identify secure sites	investigate the			To plan the theme and
by looking for privacy	probability of the results	Flowcharts and Control Simulations To use flowcharts	Exploring Grammar	content for a blog.
seals of approval, e.g.,	of throwing many dice.	to test and debug a program.	Quizzes	6
https, padlock icon.	6 ,	To create a simulation of a room in which devices can	To explore the grammar	Writing a Blog
To identify the benefits	Use a Spreadsheet to Plan	be controlled.	auizzes.	To understand how to
and risks of giving	Pocket Money Spending			write a blog and a blog
personal information	To use a spreadsheet to	User Input	A Database Quiz	post.
and device access to	plan how to spend pocket	To understand the different options of generating user	To make a guiz that	To consider the effect
different software.	money and the effect of	input in 2Code.	requires the player to	upon the audience of
	saving money.	To understand how user input can be used in a	search a database.	changing the visual
Online Behaviour		program.		properties of the blog.
To review the meaning	Planning a School Event		Sharing Posts and	To understand how to
of a digital footprint and	To use a spreadsheet to	Using Text-based Adventures	Commenting	contribute to an existing
understand how and	plan a school charity day	To understand how 2Code can be used to make a text-	To understand the	blog.
why people use their	to maximise the money	based adventure game	importance of	
information and online	donated to charity.		commenting on blogs	
presence to create a			To peer-assess blogs	
virtual image of			against the agreed	
themselves as a user.			success criteria.	
To have a clear idea of			To understand how and	
appropriate online			why blog posts and	
behaviour and how this			comments are approved	
can protect themselves			by the teacher.	
and others from possible				
online dangers, bullying				
and inappropriate				
behaviour.				
To begin to understand				
how information online				
can persist and give				
away details of those				
who share or modify it.				
Screen Time				
To understand the				
importance of balancing				
game and screen time				
with other parts of their				
lives.				
To identify the positive				
and negative influences				
of technology on health				
and the environment.				





Data analysis	Chart	Function	Audience	Blog
Location sharing	Expense	Input	Audio	Commenting
Phishing	Formula Wizard	Launch Command	Case-Sensitive	Vlog
Digital footprint	Profit	Output	Clone	Archive
Password	Move cell tool	Predict	Cloze	Collaborate
Print Screen	Budget	Repeat	Preview	Approval
Secure websites	Dice tool	Repeat until	Quiz	Blog Post
Inappropriate	Formula Bar	Variable		
PEGI rating	Probability	Properties		
Screen time	Count tool	Sequence		
Spoof	Format Cell	Simulation		
	Move cell tool	Times		
		Object		
		Procedure		
		Tab		
		Selection		