

BRJS New ICT Curriculum

	Term 1: Being a digital citizen	Term 2: Being a digital communicator	Term 3: Being a digital creator
ICT assembly:	Cyber bullying	Online safety	Gaming/excessive use of internet
Year 3	<ul style="list-style-type: none"> • E-safety : <ul style="list-style-type: none"> - How to keep their password private - How to keep personal data safe online – usernames not real names, no addresses etc. - Navigating to appropriate websites and find research for a topic - Save an image found online - Understanding that there is accurate and inaccurate data online - Reporting inaccurate or inappropriate content - Informing an adult when they are using the internet • Cyber bullying: school focus • Electronic communication: <ul style="list-style-type: none"> - Basics of blogging (applying knowledge of keeping password safe, keeping personal information private and being responsible and kind when commenting) • ICT in the wider world : school focus 	<ul style="list-style-type: none"> • Word processing: <ul style="list-style-type: none"> - basic typing skills - save and open work - use caps lock and shift key - print work - add an image • Graphics <ul style="list-style-type: none"> - Take a clear photograph or video - Delete a photo/video from device - Load onto computer and save • Presentation: <ul style="list-style-type: none"> - basic typing - add an image - add a video - add colour to background - Present PowerPoint in small groups • Data Handling: <ul style="list-style-type: none"> - find out what a database is and a spreadsheet - use 2calculate to find out what cells are and how to use autosum - use 2investigate to look at existing databases and search for information 	<p>Programming:</p> <ol style="list-style-type: none"> 1. Use beebot app or one of websites to write linear algorithms (basic instructions and outcomes) 2. Write linear algorithms for everyday activities – walking in a square 3. Extension: HA chn can write looping algorithms 4. Apply linear algorithm knowledge to Scratch- possible activities are Knock knock joke animation, dance routine, and etch a sketch. <p>Simulation: Lego Wedo Amazing mechanisms</p> <ul style="list-style-type: none"> - Using a tilt sensor - Using pulleys - Using a basic cam
Year 4	<ul style="list-style-type: none"> • E-safety : <ul style="list-style-type: none"> - Judging the reliability of websites 	<ul style="list-style-type: none"> • Word processing: <ul style="list-style-type: none"> - Save multiple versions of work with clear 	

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	<ul style="list-style-type: none"> - Advertises on the internet on webpages the children regularly use (reliability/viruses) - Importance of regularly changing passwords and keeping them private - Safe games and search engines to access online, use a variety of sources - Excessive use of the internet – children could keep a diary for h/w or could blog - Understanding that there is accurate and inaccurate data online • Cyber bullying: school focus • Electronic communication: <ul style="list-style-type: none"> - Creating podcasts for our podcasting site (link back to protecting personal data especially wearing uniforms, where children film etc.) • ICT in the wider world : school focus 	<p>name</p> <ul style="list-style-type: none"> - Copy and paste in different ways - Add a photograph - Use bullet points and shapes - Print work for a purpose <ul style="list-style-type: none"> • Graphics <ul style="list-style-type: none"> - Recap loading and saving photographs and videos - Basic editing skills – red eye removal, crop, resize • Presentation: <ul style="list-style-type: none"> - Add transitions to a presentation - Include sounds/recordings - Add videos and photos - Present power points to the class • Data Handling: <ul style="list-style-type: none"> - create own database on 2investigate - learn how to sort, filter and alter - use data logger to collect data 	<p>Programming:</p> <ol style="list-style-type: none"> 1. Find errors in linear algorithms 2. Write a branching algorithm e.g. for making a cup of tea 3. Design a program that will accomplish a goal – Scratch racing car 4. Use variables in a program – tennis game in Scratch <p>Simulation: Lego Wedo Wild Animals</p> <ul style="list-style-type: none"> - Using a tilt sensor - Using pulleys - Using gears and cams
Year 5	<ul style="list-style-type: none"> • E-safety : <ul style="list-style-type: none"> - How to create a secure password - Positives and negatives of the internet - Downloading from the internet and the risk of viruses - Uploading information to the internet and keeping personal data safe 	<ul style="list-style-type: none"> • Word processing: <ul style="list-style-type: none"> - Add header and footer - Use text box - Add a hyperlink - Use borders and shading - Add a screenshot - Upload word documents to website • Graphics 	<p>Programming:</p> <ol style="list-style-type: none"> 1. Activities from Unplugged Data: Raw material – to understand how computers represent material 2. Use Kodu to create a game that controls characters, uses linear and branching

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	<ul style="list-style-type: none"> - Importance of giving accurate information online - How to create more accurate searches and bookmark results - Reporting inappropriate content – abuse buttons - To understand how search engines work - To understand how the internet works - Gaming ages and appropriate content • Cyber bullying: school focus • Electronic communication: <ul style="list-style-type: none"> - Producing content for the school website (applying knowledge of personal data, accurate information, uploading) • ICT in the wider world : school focus 	<ul style="list-style-type: none"> - Edit and refine photographs - Using photographs in different programs - Editing videos • Presentation: <ul style="list-style-type: none"> - Recap features of PowerPoint and compare to features of keynote - Add graphs to PowerPoint more complex transitions and use timings - Upload PowerPoint to website • Data Handling: <ul style="list-style-type: none"> - excel – learn correct vocabulary for each area - learn how to alter data - make different graphs - filter data - data logging to collect data 	<p>algorithms, reaches specific goals and adds variables.</p> <p>3. Children to detect and fix errors in their Kodu game</p> <p>Simulation: Lego Wedo Play Soccer</p> <ul style="list-style-type: none"> - Use a tilt sensor - Use cams - Write algorithms
Year 6	<ul style="list-style-type: none"> • E-safety : <ul style="list-style-type: none"> - Security of passwords in the adult world (Inc. Bank details etc.) - Safety of social networking and stranger danger - Importance of acknowledging sources from the internet when you use them – copyright - Excessive use of the internet – health effects long term - Safely search for information independently in a variety of situations 	<ul style="list-style-type: none"> • Word processing: <ul style="list-style-type: none"> - Use suitable template for the type of work - Produce different styles of writing - Publish work in different ways • Graphics <ul style="list-style-type: none"> - Use graphics within other software • Presentation: <ul style="list-style-type: none"> - Apply knowledge of presentations to online software - prezi - Give presentation to an audience verbally and using ICT 	<p>Programming:</p> <ol style="list-style-type: none"> 1. Activities from Unplugged Putting Computers to work: children will learn about more advanced algorithms. 2. Use Activity: Superheroes activity – children will learn what hacking means, what HTML and CSS are and how to use them, what the open web is, how to use existing webpages to design a new

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	<ul style="list-style-type: none">- Check reliability of information by comparing different sources- Understand how an email is sent• Cyber bullying: school focus• Electronic communication:<ul style="list-style-type: none">- Use of school email address- Online gaming• ICT in the wider world : school focus	<ul style="list-style-type: none">• Data Handling:<ul style="list-style-type: none">- collect own data (data logging) and graph- filter data- compare with number app	webpage. Simulation: Lego Wedo Adventure Stories <ul style="list-style-type: none">- Use a tilt sensor- Use a motion sensor- Use cams, gears and pulleys- Write algorithms
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