|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Emerald** | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| **Unit of work** | My Online Life (Y1) | What is a computer? (Y1) | Mini Beasts (Y1) | Maths Madness (Y2) | My Friend the Robot (Y1) | Online Buddies (Y2) |
| **Area of curriculum – Big Ideas** | Digital Literacy | Information Technology | Information Technology | Information Technology | Computer Science | Digital Literacy |
| **Targets covered** | -Use technology safely, respectfully and responsibly-Recognise acceptable/ unacceptable behaviour-Identify a range of ways to report concerns about content and contact | -Recognise common uses of information technology beyond the school-Use technology purposefully to create, organise, store, manipulate and retrieve digital content | -Use technology purposefully to create, organise, store, manipulate and retrieve digital content | -Use technology purposefully to create, organise, store, manipulate and retrieve digital content | -Understand what algorithms are-Create and debug simple programs-Use logical reasoning to predict the behaviour of simple programs | -Use technology safely, respectfully and responsibly-Recognise acceptable/ unacceptable behaviour-Identify a range of ways to report concerns about content and contact |
| **Area of work** | E-Safety/Internet Safety | Technology around us | Research and presenting information | Exploring with technology | Programming | Communication and E-Safety |
| **Cross-curricular areas** | PSHE | English, Art/DT, History, Science | Maths, Science | English, Maths | English, Maths, Science | English, PSHE |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Sapphire** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Unit of Work** | My Online Life (Y3) | Hour of Code (Y4) | Be Digitally Awesome (Y3) | Wizard School (Y4) | Micro:Bit:Electrical Conductor | Dinosaurs (Y4) |
| **Area of curriculum –****Big Ideas** | Digital Literacy | Computer Science | Information Technology/ Digital Literacy | Information Technology | Computer Science | Information Technology |
| **Targets covered** | -Use technology safely, respectfully and responsibly-Recognise acceptable/ unacceptable behaviour-Identify a range of ways to report about concerns about content and contact | -Design, write and debug programs-Use sequence, selection and repetition in programs-Select, use and combine a variety of software | -Use search technologies effectively-Select, use and combine a variety of software-Use technology safely, respectfully and responsibly | -Use search technologies effectively-Select, use and combine a variety of software-Use technology safely, respectfully and responsibly | -Design, write and debug programs-Use sequence, selection and repetition in programs-Select, use and combine a variety of software | -Use search technologies effectively-Select, use and combine a variety of software-Use technology safely, respectfully and responsibly |
| **Area of work** | E-Safety/ Internet Safety | Programming | Digital Skills | Creating an E-book | Programming external hardware | Green Screen |
| **Cross-curricular area** | English, PSHE | English, Maths | English, Maths | English, Art/DT | English, Science, Art | English, Science, DT |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Diamond** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Unit of Work** | My Online Life (Y5) | Crossy Roads (Y6) | Solve IT Club (Y6) | Music Composer (Y5) | STEAM Challenges (Y5) | Micro:Bit |
| **Area of Curriculum –** **Big Ideas** | Digital Literacy | Computer Science | Information Technology | Information Technology | Information Technology | Information Technology, Computer Science |
| **Targets Covered** | -Use technology safely, respectfully and responsibly-Recognise acceptable/ unacceptable behaviour-Identify a range of ways to report concerns about content and contact | -Design, write and debug programs that accomplish specific goals-Select, use and combine a variety of software-Use technology safely, respectfully and responsibly | -Use search technologies effectively-Select, use and combine a variety of software-Use technology safely, respectfully and responsibly | -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 specific goals | -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 specific goals | -Design, write and debug programs that accomplish specific goals-Select, use and combine a variety of software-Use technology safely, respectfully and responsibly |
| **Area of Work** | E-Safety/ Internet Safety | Programming | Digital Skills | Composing | STEM | Augmented Reality |
| **Cross-curricular Areas** | English, PSHE | English, Maths | Maths, English, Art/DT | English, Music | English, Maths, Science, Art/DT | English, Science, Art/DT |

TechWeCan is a STEM focussed scheme looking at technology in careers and is intended to engage KS2 in STEM and consider technology as a future career. They cover a number of curriculum areas and where possible have been linked with other topics at the time.

We have adopted a 4 year rolling program to cover all 12 units over the 4 years, with one unit to be delivered to all of KS2 once a term.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| TechWeCan-STEM (YrA) | Environment |  | Communication and Marketing |  | History |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| TechWeCan-STEM (YrB) | Health and Inclusion |  | Food |  | Good |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| TechWeCan-STEM (YrC) | Education |  | Fun |  | Travel and Tourism |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| TechWeCan-STEM (YrD) | Manufacturing and Engineering |  | Entertainment and Art |  | Retail |  |