

# LONDON MEED PRIMARY SCHOOL

EYFS	<b>What is Technology?</b> <b>Expressing Myself Digitally</b> <b>Following 1-step Commands</b> <b>Grouping objects</b> <b>Communicating on a computer</b> <b>Recalling 1-step commands</b>		
Yr 1	<p style="text-align: center;"><b>Autumn</b></p> <p><b>Technology around us</b></p> <p><b>Overview:</b> Recognising technology in school and using it responsibly.</p> <p>Computer, mouse, keyboard, screen, click, drag, technology, double click, shift. space bar, capital letter, full stop</p> <p><b>Digital Painting</b></p> <p><b>Overview:</b> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p>	<p style="text-align: center;"><b>Spring</b></p> <p><b>Digital Writing</b></p> <p><b>Overview:</b>Using a computer to create and format text, before comparing non-digital.</p> <p><b>Grouping Data</b></p> <p><b>Overview:</b>Exploring object labels, then using them to sort and group objects by properties.</p>	<p style="text-align: center;"><b>Summer</b></p> <p><b>Moving a Robot</b></p> <p><b>Overview:</b> Writing short algorithms and programs for floor robots, and predicting program outcomes.</p> <p><b>Programming and Animations</b></p> <p><b>Overview:</b>Designing and programming the movement of a character on screen to tell stories.</p>

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Yr 1			
Yr 2	<p><b>Information Technology around us</b></p> <p><b>Overview:</b> Identifying IT and how its responsible use improves our world in school and beyond.</p> <p><b>Digital Photography</b></p> <p><b>Overview:</b> Capturing and changing digital photographs for different purposes.</p>	<p><b>Creating Music (cross-curricular with music)</b></p> <p><b>Overview:</b> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p> <p><b>Pictograms</b></p> <p><b>Overview:</b> Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p><b>Robot Algorithms</b></p> <p><b>Overview:</b> Creating and debugging programs, and using logical reasoning to make predictions.</p> <p><b>Programming Quizzes</b></p> <p><b>Overview:</b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>

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<p><b>Yr 3</b></p>	<p><b>Connecting Computers</b></p> <p><b>Overview:</b> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p> <p><b>Stop-frame Animation</b></p> <p><b>Overview:</b> Capturing and editing digital still images to produce a stop-frame animation that tells a story.</p>	<p><b>Desktop publishing</b></p> <p><b>Overview:</b> Creating documents by modifying text, images, and page layouts for a specified purpose.</p> <p><b>Branching databases</b></p> <p><b>Overview:</b> Building and using branching databases to group objects using yes/no questions</p>	<p><b>Sequencing sounds</b></p> <p><b>Overview:</b> Creating sequences in a block-based programming language to make music.</p> <p><b>Events and actions in programs</b></p> <p><b>Overview:</b> Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>
<p><b>Yr 4</b></p>	<p><b>The Internet</b></p> <p><b>Overview:</b> Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p> <p><b>Audio editing</b></p> <p><b>Overview:</b> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	<p><b>Photo Editing</b></p> <p><b>Overview:</b> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p> <p><b>Data Logging</b></p> <p><b>Overview:</b> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	<p><b>Repetition in Shapes</b></p> <p><b>Overview:</b> Using a text-based programming language to explore count-controlled loops when drawing shapes.</p> <p><b>Repetition in games</b></p> <p><b>Overview:</b> Using a block-based programming language to explore count-controlled and infinite loops when creating a game</p>
<p><b>Yr 5</b></p>	<p><b>Sharing information</b></p> <p><b>Overview:</b> Identifying and exploring how information is shared between digital systems.</p> <p><b>Vector Drawing</b></p> <p><b>Overview:</b> Creating images in a drawing program by using layers and groups of objects.</p>	<p><b>Video Editing</b></p> <p><b>Overview:</b> Planning, capturing, and editing video to produce a short film.</p> <p><b>Flat-file Databases</b></p> <p><b>Overview:</b> Using a database to order data and create charts to answer questions.</p>	<p><b>Selection in Physical Computing</b></p> <p><b>Overview:</b> Exploring conditions and selection using a programmable microcontroller.</p> <p><b>Selection in Quizzes</b></p> <p><b>Overview:</b> Exploring selection in programming to design and code an interactive quiz.</p>
<p><b>Yr 6</b></p>	<p><b>Internet Communication</b></p> <p><b>Overview:</b> Recognising how the WWW can be used to communicate and be searched to find information.</p>	<p><b>Web Page Creation</b></p> <p><b>Overview:</b> Designing and creating web pages, giving consideration to copyright, aesthetics, and navigation.</p>	<p><b>Variables in games</b></p> <p><b>Overview:</b> Exploring variables when designing and coding a game.</p>

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	<p><b>3D modelling</b></p> <p><b>Overview:</b> Planning, developing, and evaluating 3D computer models of physical objects.</p>	<p><b>Introduction to Spreadsheets</b></p> <p><b>Overview:</b> Answering questions by using spreadsheets to organise and calculate data.</p>	<p><b>Sensing</b></p> <p><b>Overview:</b> Designing and coding a project that captures inputs from a physical device.</p>
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