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| **Computer Science Computational Thinking**  **Information Technology**  **Digital Literacy** | **‘Implicit Skills’**.  These should be taught across a range of subjects, embedded into learning and across a range of digital devices. Saving documents and pieces of work, how to use Showbie and MS Teams will also be taught so that resources and programmes in school are used effectively and efficiently. E safety (**Digital Literacy**) should be taught implicitly as well as during Internet Safety week.  Other software, apps and websites may need new logins setting up, please make a record of these. | | | | | | | |
| **National Curriculum** | **YEAR** | **Autumn 1** | **Autumn 2** | | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **KS1** | **1** | **Key board and mouse skills**  Duration of unit 4-6 hours  Skills:  Move and left click to select  Click and drag to move items  Find letters on a keyboard and begin touch typing  <https://www.ilearn2.co.uk/eyfsyear-1-mouse-and-keyboard-skills.html>  **Information Technology**  ***Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)***  ***Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)***  ***Basic MS Office skills***  ***How to use the internet safely and responsibly.***  ***Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Introducing programing**  Duration of unit 4-6 hours  Skills:  Understand sequence and algorithms  Sequence instructions (commands) to achieve and objective  Predict, write, execute and debug a simple program  <https://www.ilearn2.co.uk/year-1-programming.html>  other linked software/websites/apps:  <https://www.bt.com/codeacake/sequencing>  <https://studio.code.org/users/sign_in> (requires sign in)  **Computer Science Computational Thinking**  ***Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)***  ***Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)***  ***Basic MS Office skills***  ***How to use the internet safely and responsibly.***  ***Effective use of remote learning software Showbie and MS Teams when appropriate.*** | | **Text & Images**  Duration of unit 3-4 hours  Skills:  Add, move and resize images then add text and adjust size and placement  Add, resize and place images on a page then add and position text to label and describe images  Use word banks to write sentences about images  <https://www.ilearn2.co.uk/year-1-text--images.html>  **Information Technology**  ***Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)***  ***Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)***  ***Basic MS Office skills***  ***How to use the internet safely and responsibly.***  ***Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Comic creation**  Duration of unit 1-2 hours utilising skills from text & images unit  Skills:  Add a suitable background to panels  Use different controls to move around a comic and make space, e.g. zoom, minimise menus  Add, resize, move and rotate objects including characters  Add and resize text boxes and speech bubbles  <https://www.ilearn2.co.uk/year-1-comic-creation.html>  other linked software/websites/apps:  <http://biomediaproject.com/bmp/files/LEGO/gms/online/City/ComicBuilder/FramePage.html>  cross curricular for literacy or presenting topic or science information  **Information Technology**  ***Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)***  ***Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)***  ***Basic MS Office skills***  ***How to use the internet safely and responsibly.***  ***Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Design**  Duration of unit 1-2 hours  Skills:  Change the colour and pattern of elements  Position and rotate objects on a design  Position objects in relation to each other  <https://www.ilearn2.co.uk/year13ddesign.html>  **Information Technology**  **Using KidRex – Research animals**  **Digital Literacy**  ***Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)***  ***Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)***  ***Basic MS Office skills***  ***How to use the internet safely and responsibly.***  ***Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Music Creation**  Duration of unit 1-2 hours  Skills:  Create a rhythm using a pattern of beats  Create digital sounds using patterns and shapes  Create a simple melody  Using patterns and adjust tempo  <https://www.ilearn2.co.uk/4400.html>  cross curricular music links but not to replace items in the music curriculum  **Information Technology**  ***Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)***  ***Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)***  ***Basic MS Office skills***  ***How to use the internet safely and responsibly.***  ***Effective use of remote learning software Showbie and MS Teams when appropriate.*** |
| **Pupils should be taught to:**   * **understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions** * **create and debug simple programs** * **use logical reasoning to predict the behaviour of simple programs** * **use technology purposefully to create, organise, store, manipulate and retrieve digital content** * **recognise common uses of information technology beyond school** * **use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies** |
| **2** | **Digital Art**  Duration of unit 2-3 hours  Skills:  Use lines and fill tools to create interesting patterns  Add a variety of shapes (outline and fill) and label them with text  <https://www.ilearn2.co.uk/year-2-digital-art.html>  other linked software/websites/apps:  <https://www.pixilart.com/>  **Information Technology**  ***Implicit Year 2 skills as year 1 above*** | **Introduction to Animation**  Duration of unit 3-4 hours  Skills:  Add a background and object to a frame  Copy/clone a frame and move objects to create an animation  Create screen recording animation (requires iPad)  Create stop motion animation with photos (requires iPad)  <https://www.ilearn2.co.uk/year-2-animation.html>  other linked software/websites/apps:  <https://www.j2e.com/jit5#animate>  <https://www.abcya.com/games/animate>  <https://apps.apple.com/gb/app/i-can-animate-lite/id950631539>  cross curricular opportunities for story telling or sharing/presenting information  **Information Technology**  ***Implicit Year 2 skills as year 1 above*** | | **Introducing Data Handling & Typing**  Duration of unit 3-4 hours  Skills:  Understand what data is and collect it as a tally  Label a pictogram and add data to each column  Edit a table with correct titles and numbers  Create a bar chart/pie chart/line chart suitable for the data  Explain what a pictogram/bar chart/line chart shows  <https://www.ilearn2.co.uk/year-2-data-handling.html>  other linked software/websites/apps:  <https://www.j2e.com/jit5#chart>  <https://www.j2e.com/jit5#pictogram>  <https://www.j2e.com/jit5#chart>  Cross curricular opportunities for presenting data in maths or topic  **Information Technology**  **Typing**  Duration of unit ongoing (suggest weekly 20 mins as a skill within other subjects or as a explicit skill)  Touch typing  <https://www.ilearn2.co.uk/touch-typing.html>  other linked software/websites:  <https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr>  **Information Technology**  ***Implicit Year 2 skills as year 1 above*** | **E-book Creation**  Duration of unit 4 hours  Skills:  Add a book cover with title, author, colour and image  Add multiple pages based on a theme  Add text on different pages  Add images on different pages to match the them/text  Add voice recordings to match the text/theme  <https://www.ilearn2.co.uk/eboookcreationks1.html>  other linked software/websites/apps:  <https://www.writereader.com/en>  cross curricular opportunities for presenting information in topic or science, story telling in literacy, RE  **Information Technology**  ***Implicit Year 2 skills as year 1 above*** | **Develop Programming & Programming with Scratch Jr**  Skills:  Create and debug simple programs  Use logical reasoning to predict the behaviour of simple programs  Simplify a program by using a loop  <https://www.ilearn2.co.uk/year-2-programming.html>  other linked software/websites/apps:  <https://apps.apple.com/us/app/lightbot-code-hour/id873943739><https://studio.code.org/users/sign_in> (requires sign in)  Scratch Jr  Duration of unit 3-4 hours  Skills:  Program movements  Program outputs for audio or text  Find errors in a program (debug)  Program inputs (touching or clicking)  Program conditions (if statements)  <https://www.ilearn2.co.uk/year-2-scratch-jr.html>  other linked software/websites/apps:  <https://apps.apple.com/us/app/scratchjr/id895485086?ls=1>  **Computer Science**  **Computational Thinking**  ***Implicit Year 2 skills as year 1 above*** | **Recognise uses of IT**  Duration of unit 1-2 hours  Skills:  Understand what makes a computer a computer  Spot digital technology in school  Recognise common use of information technology in school and beyond  <https://www.ilearn2.co.uk/year-2-uses-of-it.html>  **Digital Literacy**  ***Implicit Year 2 skills as year 1 above*** |
| **KS2** | **3** | **Programming in Scratch**  Duration of unit 4-6 hours  Skills:  Design, write and debug programs that accomplish specific goals (including outputs)  Use repetition in programs  Work with various forms of inputs: keyboard, mouse and touch screen  Write programs to simulate physical systems  <https://www.ilearn2.co.uk/y3scratch.html>  other linked software/websites/apps:  <https://scratch.mit.edu/>  **Document editing and Creation**    Duration of unit 1-2 hours  Skills:  Copy and paste text and images  Find and replace words  Format text for a purpose    <https://www.ilearn2.co.uk/document.html>  **Computer Science**  **Computational Thinking**    **Information Technology**  ***Implicit skills continue from KS1.***  ***Additionally: organisational skills managing folder and documents.***  ***Effective, efficient and safe internet searching skills – improving and narrowing searches***  ***Interrogation of search results for reliability***  ***Enhanced keyboard skills to include CTRL + shortcuts***  ***Increased MS Office fluency***  ***Increased MS Teams Showbie familiarity*** | **Typing**  Develop correct hand and finger positions for touch typing  <https://www.ilearn2.co.uk/touch-typing.html>  **Digital Literacy**  ***Implicit skills continue from KS1.***  ***Additionally: organisational skills managing folder and documents.***  ***Effective, efficient and safe internet searching skills – improving and narrowing searches***  ***Interrogation of search results for reliability***  ***Enhanced keyboard skills to include CTRL + shortcuts***  ***Increased MS Office fluency***  ***Increased MS Teams Showbie familiarity***  **Information Technology**  ***Implicit skills continue from KS1.***  ***Additionally: organisational skills managing folder and documents.***  ***Effective, efficient and safe internet searching skills – improving and narrowing searches***  ***Interrogation of search results for reliability***  ***Enhanced keyboard skills to include CTRL + shortcuts***  ***Increased MS Office fluency***  ***Increased MS Teams Showbie familiarity*** | | **Comic Creation**  Duration of unit 3-4 hours  Skills:  Add, resize and organise colour or picture backgrounds  Add, resize, organise characters/objects to different panels  Add narration using text and direct speech using bubbles  <https://www.ilearn2.co.uk/comiccreationteacherfree.html>  other linked software/websites/apps:  <https://www.makebeliefscomix.com/Comix/>  **Information Technology**  Programming in Kodu  Duration of unit 3-5 hours  Skills:  Create a 3D place using various design tools  Write a program to control using keyboard inputs  Write a program with conditions  Write a program with variables  <https://www.ilearn2.co.uk/year-3-kodu.html>  other linked software/website/apps:  <http://www.microsoft.com/en-us/download/details.aspx?id=10056>  **Computer Science**  **Computational Thinking**  ***Implicit skills continue from KS1.***  ***Additionally: organisational skills managing folder and documents.***  ***Effective, efficient and safe internet searching skills – improving and narrowing searches***  ***Interrogation of search results for reliability***  ***Enhanced keyboard skills to include CTRL + shortcuts***  ***Increased MS Office fluency***  ***Increased MS Teams Showbie familiarity*** | **E Safety**  E safety day plus use technology safely, respectfully & responsibly; recognise acceptable/unacceptable behaviour; identify ways to report concerns about content and contact  <https://www.ilearn2.co.uk/e-safety---key-stage-2.html>  **Digital Literacy**  ***Implicit skills continue from KS1.***  ***Additionally: organisational skills managing folder and documents.***  ***Effective, efficient and safe internet searching skills – improving and narrowing searches***  ***Interrogation of search results for reliability***  ***Enhanced keyboard skills to include CTRL + shortcuts***  ***Increased MS Office fluency***  ***Increased MS Teams Showbie familiarity*** | **Information Technology**  **Digital Art**  Duration of unit 4-6 hours  Skills:  Use various lines and fill tools plus copy/paste and rotation to create pattern effects  Use shapes, fill, copy/paste zoom and flip to create reflective symmetry effects  Use stamps, copy/paste, layers and multiple frames to create animated GIF computer graphics  <https://www.ilearn2.co.uk/year3digitalart.html>  other linked software/website/apps:  <https://www.pixilart.com/>  Additional Microsoft Paint Project <https://www.ilearn2.co.uk/paint.html>  Additional Google Drawing Project  <https://www.ilearn2.co.uk/googledrawstudents.html>    **Information Technology**  ***Implicit skills continue from KS1.***  ***Additionally: organisational skills managing folder and documents.***  ***Effective, efficient and safe internet searching skills – improving and narrowing searches***  ***Interrogation of search results for reliability***  ***Enhanced keyboard skills to include CTRL + shortcuts***  ***Increased MS Office fluency***  ***Increased MS Teams Showbie familiarity*** | **Music Creation**  Duration of unit 3-4 hours  Skills:  Create ascending and descending scales, add chords evenly across the scales  Add arpeggios and melodies  Add a steady and even rhythm  Use sampled sounds to create an effective mix  Build beats, melody (tones) and effects  <https://www.ilearn2.co.uk/year3music.html>  other linked software/websites/apps:  <https://musiclab.chromeexperiments.com/Song-Maker/>  <https://www.incredibox.com/demo/v4>  <http://www.isleoftune.com/>  supplements music curriculum |
| **Pupils should be taught to:**   * **design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts** * **use sequence, selection, and repetition in programs; work with variables and various forms of input and output** * **use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs** * **use search technologies effectively, appreciate how results are selected and ranked** * **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** * **be discerning in evaluating digital content** * **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 technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.** |
| **4** | ***Implicit skills as year 4 above***  **3D design**  Duration of unit 3-5 hours  Skills:  Using CAD (computer aided design) software to build a 3D town/village  Understand 3D special awareness  Add 3D shapes, resize, adjust height, duplicate and use the different perspective  Recreating different types of buildings using 3D shapes  Create roads/paths by adjusting the height of 3D shapes  Add windows and door shapes  <https://www.ilearn2.co.uk/3ddesignteacher.html><https://www.tinkercad.com/>  Related projects  Castle  <https://www.ilearn2.co.uk/castlesknightspreview-863287.html>  **Information Technology**  ***Implicit skills as year 4 above***  other linked software/websites/apps: | |  | **E Safety**    E safety day plus use technology safely, respectfully & responsibly; recognise acceptable/unacceptable behaviour; identify ways to report concerns about content and contact  <https://www.ilearn2.co.uk/e-safety---key-stage-2.html> | **E book creation**  Duration of unit 3-5 hours  Skills:  Add page colour and style, then position and format text  Add and position images from camera/internet  Add audio including hiding it behind an object  Add hyperlinks to text and images  Add and format shapes  Use hyperlinks for navigation  <https://www.ilearn2.co.uk/year-4-ebook-creation.html>  other linked software/websites/apps:  <https://webqr.com/>  **Information Technology** | **Data Handling**  Duration of unit 3-4 hours  Skills:  Find and present data as a table and suitable chart  Give chart a suitable title and label axis correctly  Select and use non adjacent cells and resize multiple cell widths  <https://www.ilearn2.co.uk/year4datahandling.html>  other linked software/websites/apps:  Microsoft excel  Children need to complete task one of this activity <https://www.ilearn2.co.uk/year-4-research.html> first  <http://www.uksafari.com/creepycrawlies.htm>  **Information Technology**  ***Implicit skills as year 4 above*** | **Video Editing**  Duration of unit 2-3 hours  Skills:  Add clips then order and resize them  Add titles to clips and change themes  Add voiceovers and music  Add filters to clips  Export a project  <https://www.ilearn2.co.uk/imovieteachers.html>  Other linked software/webistes/apps:  iMovie for iPads  <https://spark.adobe.com/make/video-maker/>  login setup required  additional projects  Green screen  <https://www.ilearn2.co.uk/greenscreenstudents.html>  other linked software/websites/apps:  Do ink app  <https://apps.apple.com/gb/app/green-screen-by-do-ink/id730091131>  **Information Technology**  ***Implicit skills as year 4 above*** |
| **5** | **Music Creation**  Duration of unit 3-4 hours  Skills:  Layer tracks using sounds and effects  Create effective instrument tracks  Edit tracks and effectively adjust volume and add effects  Build a song using Live Loops  <https://www.ilearn2.co.uk/year-5-music-creation.html>  other linked software/website/apps:  [www.beepbox.co](http://www.beepbox.co)  also garage band on iPads  **Information Technology**  ***Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | | **Computer Networks and the Internet**  Duration of unit 2-3 hours  Skills:  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  <https://www.ilearn2.co.uk/year-5-computer-networks.html>  **Digital Literacy** | **Programming in Scratch**  Duration of unit 5-7 hours  Skills:  Program list variables that are chosen randomly  Program inputs, conditions and sensing for interaction, data variables for scoring and a game timer  Program inputs, outputs, loops, conditions, sensing and variables  <https://www.ilearn2.co.uk/y5scratch.html>  other linked software/website/apps:  <https://scratch.mit.edu/>  Additional microbit projects  (CLHS use microbits in transition activity for Y6)  Links to Y5 physical devices unit  **Computer Science**  **Computational Thinking**  ***Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **E Book Creation**  Duration of unit 3-5 hours  Skills:  Add page colour and style then position and format text  Add and position images from camera/internet  Add audio including hiding it behind an object  Add hyperlinks to text and images  Add and format shapes  Use hyperlinks for navigation  Embed content such as maps or videos  <https://www.ilearn2.co.uk/year-5-ebook-creation.html>  Other linked software/website/apps  <https://app.bookcreator.com/sign-in>  <https://webqr.com/>  **Information Technology**  ***Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **App Design**  Duration of unit 4-6 hours  Skills:  Adjust slide to mimic a phone/tablet size  Add text and images to a slide  Add icons and text to use as navigation  Duplicate slides to create multiple pages of the app  Create hyperlinks for navigation  <https://www.ilearn2.co.uk/appdesignteacher.html>  other linked software/website/apps:  Microsoft PowerPoint  Google Slides  **Information Technology**  ***Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Data Handling**  Duration of unit 3-5 hours  Skills:  Select and use non adjacent cells plus resize multiple cell widths and copy/paste cells  Use formulae to find totals, averages and minimum/maximum numbers  Select the correct chart to present data  Answer ‘what if…?’ questions  <https://www.ilearn2.co.uk/year5datahandling.html>  other linked software/website/apps:  Microsoft excel  <https://www.google.co.uk/maps/>  **Information Technology**  ***Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** |
| **6** | **Programming in Scratch**  Duration of unit 6-8 hours  Skills:  Program inputs, conditions, random variables, for unpredictability, game timer  Program inputs, conditions, sensing, random variables, operators for direction, and data variables for scoring  Use inputs, conditions, loops, sensing, costume changes and broadcasts  <https://www.ilearn2.co.uk/y6scratch.html>  Other linked software/websites/apps:  <https://scratch.mit.edu/>  **Computer Science**  **Computational Thinking**  ***Implicit skills build on year 3, 4 and 5 above.***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Graphic design**  Duration of unit 2-3 hours  Skills:  Add, adjust and fill shapes, group shapes to improve accuracy and speed  Add ands customise gradient effects  Adjust transparency/opacity for a purpose  Use a colour picker correctly  Accurately rotate shapes  <https://www.ilearn2.co.uk/year6graphicdesign.html>  other linked software/websites/apps:  Microsoft PowerPoint  Google Slides  **Information Technology**  ***Implicit skills build on year 3, 4 and 5 above.***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.***  **Programming in Python**  Duration of unit 2-3 hours  Skills:  Program movements using Python Turtle  Using the PRINT command for text  Program a simple calculator in Python  Program loops to repeat texts  Program interactive inputs  <https://www.ilearn2.co.uk/year-6-python-programming.html>  other linked software/websites/apps:  <https://codecombat.com/>  <https://repl.it/languages/python_turtle>  <https://repl.it/languages/python3>  **Computer Science**  **Computational Thinking**  ***Implicit skills build on year 3, 4 and 5 above.***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | | **Image editing**  Duration of unit 2-3 hours  Skills:  Take and crop a screenshot and understand ratios  Adjust the colours, brightness, contrast and filters  Add drawing and text layers  Import new images as layers and resize/add effects  Save finished image to use in other projects  <https://www.ilearn2.co.uk/imageeditingteacher.html>  other linked software/websites/apps:  <https://pixlr.com/x/>  <https://www.google.com/maps>  **Information Technology**  ***Implicit skills build on year 3, 4 and 5 above.***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.***  **E - Safety**  1. Understand what to do if something upsets you online.   2. Understand why and how people can be nasty online.   3. Describe the term ‘sharing online’ and why we need to get permission to share photos and videos of other people.   4. Understand why people pretend to be someone else online.   5. Understand why we only talk to people we know in the real world, when online.   6. Understand why we should not always trust what we read online and how to check   7. Understand the importance of being kind in the real world and also online.    8. Understand how to protect digital content with a strong password.   9. Understand the importance of using avatars and how to make them. | **Virtual reality**  Duration of unit 5-8 hours  Skills:  Understand what virtual reality is and how it can be used to help people  Add, move and resize objects in a virtual reality environment  Animate objects for realism  Use code blocks to add movement (with grouping) and interactions (conditions)  Create multiple scenes of VR environments  <https://www.ilearn2.co.uk/virtualrealityteacher.html>  other linked software/websites/apps:  <https://cospaces.io/edu/>  <https://cospaces.io/edu/tech-check.html#vr>  <https://store.google.com/product/google_cardboard?utm_source=google-cardboard&utm_medium=MS&utm_campaign=Google_Cardboard>  <https://apps.apple.com/us/app/cospaces-edu/id1224622426>  <https://www.ilearn2.co.uk/augmentedreality.html>  **Information Technology**  ***Implicit skills build on year 3, 4 and 5 above.***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Computers past present future**  Duration of unit 2-3 hours  Skills:  Design and create digital content to accomplish goals  Use search technologies effectively and discerning in evaluating digital content  Understand how technology has changed over time. Combine text and images to present ideas  Understand the impact (positive/negative) technological changes have on society  Predict how technology will change in the future  <https://www.ilearn2.co.uk/year-6-computers-past-present-future.html>  other linked software/websites/apps:  MS Word, PowerPoint, Publisher  <http://www.readwritethink.org/files/resources/interactives/timeline_2/>  <https://apps.apple.com/gb/app/timeline-3d/id1015123311>  **Information Technology**  ***Implicit skills build on year 3, 4 and 5 above.***  ***Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Binary Code**  Learn about and understand why computers/electronics use binary code |