

Half-Term	Aut 1 - Quizzing	Aut 1 – Online Safety/ Powerpoint (Apply throughout year)	Aut 2 – Databases	Aut 2 - Game creator (Powerpoint)	Spr 1 – Spreadsheets	Spr 2 - Coding (Powerpoint)	Sum 1 – Micro:bits	Sum 2 – Concept maps (Powerpoint)
Statement of Intent	To explore different types of quizzes and identify their features, strengths and weaknesses.	Children know how to stay safe when using technology Children can present information using PowerPoint	To research and use online databases	Confidently design, test and debug own algorithms	To use a spreadsheet to model a real-life problem.	Confidently design, test and debug own algorithms	To explore the use of temperature sensor and pins on a micro:bit as well as sensors and inputs	To understand the need for visual representation and create a concept map
Key Curriculum Coverage	Explore different types of quizzes and identify their features, strengths and weaknesses. Design an educational quiz based on a chosen topic. Refine, test and share completed quizzes.	Know and follow our 'Staying safe on the Internet' rules. Think critically about what they share online Use different sources to double check information.	Learn how to search for information on a database Contribute to a database Search using < > or, and	To plan a game To design and create the game environment To self and peer evaluate	Use spreadsheets and databases to record and interpret information To create formulae that uses text variables Sort and interpret data	To begin to simplify code To understand what a simulation is To take a real-life situation, decompose it and think about the level of abstraction To use a variety of variables and	To code a micro:bit to create a story telling games, to measure temperature and to stimulate a magic 8 ball	Understand the uses of a concept map Use a variety of presentation methods Confidently type with 2 hands

		Use a variety of presentation methods				understand the different types		
Key Vocabulary	Quiz Interactive Features Simple Advanced Debug	Password Reputable Online Safety Encryption Word Processing	Data Statistics Database Field Record Group search	Animator Perspective Code Interactive Playability Evaluation Game environment	Formula Rows Columns Formula bar Format Spreadsheet variable	Algorithm Abstraction Decomposition Debug Efficient Code	Data Logic Pins Gesture Random Variable If Statement Repeat	Concept map Node Present Structure Node Node Settings Connecting Line Template