



Sherdley Primary School

IT Curriculum Map

2020-21

	Autumn	Spring	Summer
Year 1	E-safety health and well-being to identify rules that keep us safe and healthy when using tech. Multimedia – seesaw	E-safety privacy and security finding examples of personal information and describing people that can be trusted. Data and digital literacy – Pictogram software Multimedia – Photo editor through seesaw	E-safety online reputation and online bullying identifying ways of putting info on the internet and describing how people can be unkind online. Programming using Sphero and beebots
	<i>Key Vocabulary: password, information, personal, online, polite, kind, computer, laptop, tablet, mobile, iPad, e-safety rules, website, worry, keyboard, mouse, trackpad, device, save, retrieve, store, password</i>	<i>Key Vocabulary: home, school, safe, operate, equipment, technology, learn, internet, video, text, picture, sound, information</i>	<i>Key Vocabulary: Sphero, Beebots, robots, home, school, safe, operate, equipment, technology, learn, internet, website, instructions, robot, algorithm, sequence, software, sequence, apps, program, left, right, forward, backwards, in front, behind</i>
Year 2	e-safety online reputation and online bullying to recognise that information online stays there and can be copied and what not to put online. To describe how to behave online and not upset others. Programming using Sphero educate	E-safety health and well- being to explain rules that keep us safe and healthy when using tech in different environments. Data and digital literacy – Graphing software Multimedia – iMovie and camera	E-safety privacy and security to understand that a trusted adult must be consulted before adding any personal information and to explain how passwords are used. Multimedia - Word
	<i>Key Vocabulary: e-safety, password, private, online, internet, devices, upload, download, programming, direction, algorithm, debug, execute, software, hardware, coding</i>	<i>Key Vocabulary: iMovie, multimedia, organise, present, device, online, tools, open, save, save as, insert, presentation, camera, microscope, sound recorder, data, save, save as, create, branching database,</i>	<i>Key Vocabulary: multimedia, organise, present, device, online, tools, open, save, save as, insert, Word, information, compare, differences, internet, virtual world, communication, mobile, portable, cloud, storage, hard drive</i>
Year 3	E-safety privacy and security to describe how personal information can be seen by others, finding rules to keep information safe and knowing what devices connect to the internet and need passwords. Programming using block coding 'Pyonkee'	E-safety health and well- being to explain how spending too much time using tech can have a negative impact. Data and digital literacy – pages Multimedia – word and PowerPoint	E-safety online reputation and online bullying describing how personal info stays online a long time and know who to talk to about misinformation and bullying online. Multimedia – iMovie and camera
	<i>Key Vocabulary: protect, password, secure, websites, cookies, age-appropriate, image, navigate, report, emails, filtering, network, router, cyberbullying, messenger, responsible</i>	<i>Key Vocabulary: Word, PowerPoint, animation, device, spell checker, transitions, commands, graphics, text, sound, microphones, web-cameras</i>	<i>Key Vocabulary: save, retrieve, network, cloud, storage, device, communicate, images, safety, private, create, search, text, sound, microphones, web-cameras</i>
Year 4	E-safety online reputation and online bullying to describe rules on how to behave online and identifying technologies where bullying may take place. Describe how others can find information about yourself. Multimedia – word and keynote	E-safety health and well- being to explain how using tech can distract from other things that should be getting done. To suggest strategies to help limit time spent on tech. Data and digital literacy – pages and numbers Multimedia – iMovie and garage band	E-safety privacy and security to explain why information should only be shared with chosen people who are trusted and to be able to create strategies for making passwords and keeping them safe. Programming using block coding 'Pyonkee'
	<i>Key Vocabulary: CEOP, protect, online safety, sharing, report, online gaming, apps, download, upload, respect, world wide web</i>	<i>Key Vocabulary: presenting, photos, video, graphics, podcast, save, modify, spellchecker, constructive feedback, refine, appearance</i>	<i>Key Vocabulary: resource, internet, device, world, wide web, clipart, hyperlink, secure, research</i>

Year 5	<p>E-safety privacy and security to create and use strong passwords, to know that people online might pretend to be you and why that might be and explain how software and apps can share my private information.</p> <p>Programming using block coding 'Pyonkee' and progressing to part block with text using swift playgrounds.</p>	<p>E-safety health and well- being to describe ways that tech can affect healthy sleep. To describe strategies to promote healthy sleep.</p> <p>Data and digital literacy – numbers and data loggers</p> <p>Multimedia – keynote and clips</p>	<p>E-safety online reputation and online bullying to explain how information can be copied and shared by others and made judgements on. To recognise when someone is upset or hurt online and helpline services who can support.</p> <p>Multimedia – stop, go animator, garage band and camera</p>
	<p><i>Key Vocabulary: password, security, online, age-appropriate, harm, gaming, CEOP, reporting, screenshot, respect, rules, reliable, coding, outcome, repeat, variable, commands, possibilities, detect, debug, creativity, errors</i></p>	<p><i>Key Vocabulary: drag & drop, screen shot, screen grab, editing, refine, online/offline, logical, sensors, code, program, sequence, complex,</i></p>	<p><i>Key Vocabulary: Unacceptable/acceptable, reliable, webpage, behaviour, cyberbullying, Wifi, 4G, 5G, animation,</i></p>
Year 6	<p>E-safety online reputation and online bullying to explain how an online reputation can be formed and how to create a positive one. To describe how to capture bullying content as evidence and report.</p> <p>Programming using 'Swift Playgrounds'.</p>	<p>E-safety privacy and security to know what to do if your password is compromised or lost, to explain what app permissions are and give examples, to explain scamming and phishing.</p> <p>Multimedia – keynote, clips and camera</p> <p>Data and digital literacy – numbers and data loggers</p>	<p>E-safety health and well- being to describe common systems that regulate age content PEGI, BBFC. To explain the importance of self-regulation on use of tech.</p> <p>Multimedia – stop, go animator, garage band and camera</p>
	<p><i>Key Vocabulary: reporting, keeping safe, protect, route tracer, IP address, unacceptable/acceptable, deconstruct, evaluate, variable, input, predict, circuit,</i></p>	<p><i>Key Vocabulary: presentation, green screen, step-animation, podcast, YouTube</i></p>	<p><i>Key Vocabulary: PEGI, BBFC, copyright, acknowledgment, sources, ranking, format, hyperlink, IP address,</i></p>