



## Project Evolve – Internet Safety (in computing, PSHE, Safer Internet Day)

	Autumn Term	Spring Term	Summer Term
Y1	<p><b>Technology Around Us</b> Logging on</p> <p>Hello Ruby keyboard</p> <p><b>Digital Painting</b></p> <p>Tate paint</p>	<p><b>Programming - Moving a robot</b> (Cross curricular with Beebots)</p> <p>bbc algorithms Barefoot Bee-bot Navigating a beebot</p> <p><b>Digital Writing</b></p> <p>j2e</p>	<p><b>Programming Animation</b> Scratch Jr Barefoot– Scratch Jr Animations Barefoot - Knock Knock</p>
Y2	<p><b>IT Around Us</b> Logging on</p> <p><a href="https://www.abcya.com/games/find_the_tech">https://www.abcya.com/games/find_the_tech</a></p> <p><b>Making Music</b></p> <p><a href="https://www.ilearn2.co.uk/freeyear1musiccreation.html">https://www.ilearn2.co.uk/freeyear1musiccreation.html</a></p> <p>Song Maker</p> <p>Incredibox</p> <p><a href="http://www.isleoftune.com/">http://www.isleoftune.com/</a></p>	<p><b>Book Creator</b></p> <p><b>Digital Photographs</b></p>	<p><b>Programming – Robot algorithms</b></p> <p>Dance Unplugged Barefoot unplugged Barefoot Computational Thinking</p> <p><b>Programming - An introduction to quizzes</b></p>
Y3	<p><b>Computing systems and networks – Connecting computers</b></p> <p><b>Creating media - Stop-frame animation</b></p>	<p><b>Programming - Sequencing sounds</b></p> <p>Forever block tutorial: Butterfly garden</p>	<p><b>Creating media – Desktop publishing</b> Adobe Express Comic Creation</p>

		Data and information – Branching databases	<b>Programming - Events and actions in programs</b> Build a Flappy Game #1   Course C (2020) - Code.org
Y4			
	<b>Computing systems and networks – The Internet</b> Network, Internet & Web Search Planning – code-it  <b>Creating media - Audio production</b> Garage Band	<b>Programming – Repetition in shapes</b>  <b>Data and information – Data logging</b>	<b>Creating media – Photo editing</b> AI Photo Editor free : Pixlr Express  <b>Programming – Repetition in games</b>
UKS2 Cycle A			
	<b>Computing systems and networks - systems and searching</b>  <b>Creating media - Video production</b>	<b>Programming – Selection in physical computing</b>  <b>Data and information – Flat-file databases</b>	<b>Data and information – Flat-file databases</b>  <b>Programming – Selection in quizzes</b>
UKS2 Cycle B			
	<b>Computing systems and networks - Communication and collaboration</b>  <b>Creating media – Web page creation</b>	<b>Programming – Variables in games</b>  <b>Data and information - Introduction to Spreadsheets</b>	<b>Creating media – 3D Modelling</b>  <b>Programming B - Sensing movement</b>