Subject Curriculum Maps: ICT

National curriculum KS1

Area of Study	Year Group	How we cover it (Rising Stars)					
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.	1	**We are publishers-** Book creator on iPad Creating an E-book about themselves and their school. E-safety – keeping personal information private.	**We are TV Chefs** i-movie and iPad. Filming the steps to making a textile puppet E-safety element-filming and photographing safely.	**We are digital artists** Brushes Redux app on iPad Using artists found on visit to art gallery. E-safety element-safe image searches	**We are treasure hunters-** Bee bots/ code pillar and apps Explore floor maps with bee bots-applying place knowledge. E-safety element-using hardware safely and carefully.	**We are rhythmic** Scratch Jn and Garage band on iPad. E-safety-copyright and ownership	**We are detectives-** Microsoft forms and Excel. Using Super tato characters to create database. E-safety- storing and sharing personal data
	2	**We are astronauts** Scratch Jn on iPad. Link to Here we are book.	**We are photographers** iPad Taking photos of animals	**We are games testers** Scratch Jnr on iPad.	**We are safe researchers** Chrome, word, power point Make power point about the Fire of London.	**We are zoologists** Power point, excel, google earth. Make pictogram and bar charts of habitats. Find locations around the world.	**We are animators** – Stop motion pro. Retelling part of story of Jim and the beanstalk.

National curriculum KS2

Area of Study	Year Group	How we cover it					
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 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 search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 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 Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact.	3	**We are programmers** scratch on Computers Oliver twist scene with dialogue.	**We are presenters** iPad to record, i-movie and green screen. Present about Rocks and soils with green screened image behind.	**We are who we are-** iPad or computers Make a PowerPoint presentation with audio narration about the Greeks.	**We are bug fixers** Scratch on computers	**We are opinion pollsters** Microsoft forms Link with t-shirt designing process. E.g. find out parents' opinions on designs and colours.	**We are co-authors**- Publisher. Create a wiki on Benin.
	4	**We are software developers** Scratch on computers	**We are bloggers** Microsoft Teams Blog about food and healthy diets.	**We are artists** Inkscape's and scratch on computers. Making Roman patterns/ mosaics.	**We are makers** Micro: Bits and Make Code Code a spy gadget. E.g. lie detector.	**We are musicians** Isle of tunes, garage band on I-pads	**We are meteorologists**- Excel and PowerPoint on computers Using data from school weather station.
	5	**We are game developers** Scratch- computers. **Create own Scratch game.**	**We are adventure gamers** Computer room and power point. Create a space mission themed interactive game.	**We are web developers** Publisher. Make Publisher site to support Go givers topic	**We are Cryptographers**. Scratch on computers Encrypting messages through Scratch.	**We are VR designers-** iPad, google maps and Co Spaces. Explore river locations on google earth	**We are architects- Co Spaces** Creating an 3d model of an art gallery.
	6	**We are Computational Thinkers** Scratch on Computers	**We are Connected** iPad Microsoft Teams- Debating a topic respectfully.	**We are Toy Makers**- iPad, micro bits and make code. Programming micro bits to control electrical circuits and bulbs.	**We are Advertisers**- iPad and i-movie Make a tv advert for Steady Hand game (from last half term) to persuade	**We are Artificial Intelligence developers** Computer room, scratch (machine learning for kids), and audacity.	**We are Publishers** Microsoft Publisher on computers. Creating a yearbook