



LTP 3 Year Rolling Programme- ICT - Eagles

Year 1	Term 1:		Term 2:		Term 3:	
Kapow Unit	Computing Systems and Networks (1)	Programming (1)	Skills Showcase	Programming (2)	Creating Media	Data Handling
Area	Improving Mouse Skills. Learn how to login and navigate a computer; how to drag, drop, click and control a cursor to create works of art.	Algorithms Unplugged Algorithms, decomposition and debugging are put into familiar contexts, following directions, learning why instructions need to be specific.	Rocket to the moon. Develop keyboard and mouse skills through designing, building and testing. A digital list of materials, using drawing software and recording data.	Programming Bee-Bots Introducing programming through the use of a Bee-Bot and exploring its functions.	Digital Imagery Taking and editing photos, searching for and adding images to a project.	Introduction to data Learning what data is, why it is useful and the different ways that it can be gathered and recorded both by humans and computers.
Skills	L1 Logging in L2 Click and drag Skills L3 Drawing Shapes L4 Drawing a Story L5 Self-portrait	L1 What is an algorithm? L2 Algorithm pictures L3 Virtual assistants L4 Step by step L5 Debugging directions	L1 Rocket materials L2 Rocket design L3 Rocket building instructions L4 Making a rocket L5 Rocket launching	L1 Get to know a Bee-Bot L2 Making a Bee-Bot video L3 Precise instructions L4 Bee-Bot world L5 Three little pigs	L1 Planning a photo story L2 Taking photos L3 Editing photos (Microsoft) L4 Searching for images L5 Photo collage	L1 Zoo data L2 Picture data L3 Minibeast hunt L4 Animal branching databases L5 Inventions
Safety	Media Balance/Wellbeing	Cyberbullying	My Digital Footprint/ Identity	Personal Privacy and Security	Relationships/ Communication	News and Media Literacy
Year 2	Term 1:		Term 2:		Term 3:	
Kapow Unit	Computing Systems and Networks (1)	Programming (1)	Computing Systems and Networks (2)	Programming (2)	Creating Media	Data Handling
Area	What is a computer? Explore what a computer is identify how inputs and outputs work & how they are used in the wider world to design their own computerised invention.	Algorithms and debugging Developing understanding of; what algorithms are, how to program them and how they can be developed to be more efficient, introduction of loops.	Word processing Developing touch typing skills, learning keyboard shortcuts and simple editing tools.	Introduction to block coding – ScratchJr. Exploring what 'blocks' do' by carrying out an informative cycle of predict > test > review. Program a familiar story and make a musical instrument.	Stop Motion Learning how to create simple animations from storyboarding creative ideas.	International Space Station Learning how data is collected, used and displayed and the scientific learning of the conditions needed for plants and humans, to survive.
Skills	L1 Computer parts L2 Inputs L3 Technology safari L4 Invention L5 Real world play	L1 Dinosaur algorithm? L2 Machine learning L3 Through the maze L4 Making maps L5 Unplugged debugging	L1 Get to know the keyboard L2 Get started with word processing L3 Newspaper writer L4 Poetry book L5 Digital writer	L1 Using ScratchJr L2 Creating animation L3 Making a musical instrument L4 Programming a joke L5 The 3 Little Pigs algorithms	L1 What is animation? L2 Taking photographs L3 My first animation L4 Planning L5 Creating	L1 Homes in space L2 Space bag L3 Warmer, colder L4 Experiments in space L5 Goldilocks planets
Safety	Media Balance/Wellbeing	Cyberbullying	My Digital Footprint/ Identity	Personal Privacy and Security	Relationships/ Communication	News and Media Literacy
Year 3	Term 1:		Term 2:		Term 3:	
Kapow Unit	Computing Systems and Networks (1)	Programming (1)	Computing Systems and Networks (2)	Computing Systems and Networks (3)	Creating Media	Data Handling
Area	Networks Learning what a network and how devices communicate and share information.	Scratch: Exploring the program Scratch, following the predict > test > review cycle. Learning about 'loops' and program an animation, story and game.	Emailing Sending emails with attachments and understanding what cyberbullying is.	Journey inside a computer Assume the role of computer parts & create paper versions of computers to understand how a computer works.	Video trailers Developing digital video skills to create trailers, with special effects and transitions.	Comparison cards database Learning about records, fields and data and sorting and filtering data.
Skills	L1 What is a network L2 A file's journey L3 How a website works L4 Routers L5 What is packet data?	L1 – Tinkering with Scratch L2 – Using Loops L3 – Making an animation L4 – Storytelling L5 – Programming a game	L1 Communicating with tech L2 Sending an email L3 Adding attachments L4 Be kind online L5 Fake emails	L1 Inputs and outputs L2 Building a paper laptop L3 Following instructions L4 Computer memory L5 Dismantling a tablet	L1 Planning a book trailer L2 Filming L3 Editing the trailer L4 Transitions and text L5 Video reviews	L1 Records, fields and data L2 Race against computer L3 Sorting and filtering L4 Representing data L5 Planning a holiday
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