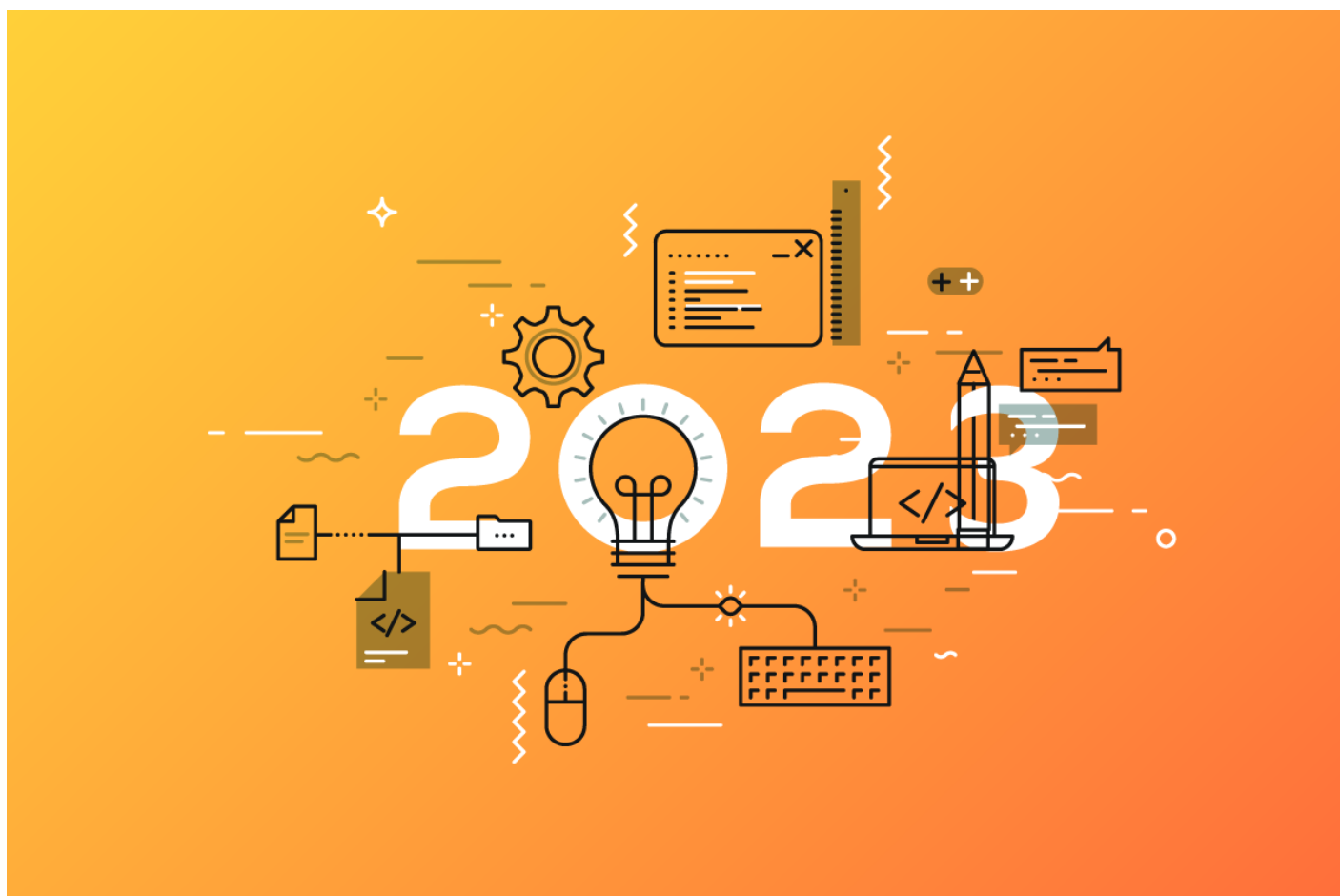


Two Year Planning Cycle Guidance



This planning cycle is one possible model only and will need to be adapted to suit your school situation. Units have been suggested in the order they are best placed to secure progression.

This cycle is planned to ensure coverage of both year group's units over a cycle of two years. The length of time per unit is a suggestion only and will need to be adjusted to take account of the ability of your class and the amount of time the children may need to familiarise themselves with the tools and concepts they have previously covered as a result of the units being divided between cycles.

If your school has our iPad pack, you can substitute any iProgram unit with the equivalent iPad unit for each year group.

Note that eSafety is embedded in all of our units, however, we also provide one 6-8 week eSafety unit for each year group for schools to slot in if they see fit.

KS1 - Cycle A

Term	1st Half	2nd Half
Autumn	Y1 iAlgorithm	Y1 iProgram (Unit 1)
	'unplugged' activities to support understanding of algorithms	Introducing programming
Spring	Y1 iWrite	Y2 iAnimate
	Creating and manipulating digital text	Introduction to animation
Summer	Y2 iBlog	Y2 iDo Mail
	Introduction to Blogging	Introduction to email

KS1 - Cycle B

Term	1st Half	2nd Half
Autumn	Y1 iModel	Y1 iProgram (Unit 2)
	Computer Modelling	Programming with Scratch Jr
Spring	Y1 iData	Y2 iPub
	Introduction to data representation	Creating interactive eBooks
Summer	Y2 iProgram	Y2 iSearch
	Programming with Scratch	Using the Web to find things out

LKS2 - Cycle A

Term	1 st Half	2 nd Half
Autumn	Y3 iProgram	Y3 iSimulate
	Programming with Scratch	Exploring computer simulations
Spring	Y4 iAnimate	Y3 iData
	Introduction to computer animations	Introducing Databases
Summer	Y4 iDo Mail	Y3 iProgram Unit 2 Or Y3 iPad Or Y4 iAlgorithm
	eMail	LEGO WeDo & Scratch or Kodable or Algorithms

LKS2 - Cycle B

Term	1 st Half	2 nd Half
Autumn	Y3 iConnect	Y4 iData
	The Internet and the World Wide Web	Data Representation
Spring	Y3 iNetwork	Y4-iProgram Unit 4 Or Y4 iPad
	Introduction to computer networks	LEGO WeDo & Scratch or Move the Turtle
Summer	Y3 iPodcast	Y4 iProgram (Unit 1)
	Editing Audio	Programming with TurtleArt & Robomind

UKS2 – Cycle A

Term	1st Half	2nd Half
Autumn	Y5 iProgram (Unit 1)	iCrypto
	Designing and developing computer programs	Searching, Sorting and Networks
Spring	iWeb	Y6 iApp (Unit 2)
	Remixing and creating web content using HTML	Designing and developing apps
Summer	Y5 iProgram (Unit 2)	Y5 iModel
	Programming with Kodu	3D Graphical Modelling

UKS2 – Cycle B

Term	1st Half	2nd Half
Autumn	Y6 iProgram (Unit 1)	iApp (Unit 2)
	Designing and developing computer programs	Designing & developing apps
Spring	iNetworks	iProgram (Unit 2)
	Networks, data and creating web content	Programming 3D animations
Summer	Y6 iData	Y6 iModel
	Introduction to Spreadsheets	3D Graphical Modelling