	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge	**ONLINE SAFETY PM 4.2** To understand how children can protect themselves from online identity theft. To understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. To understand the importance of balancing game and screen time with other parts of their lives. **HARDWARE INVESTIGATORS PM4.8** To understand the different parts that make up a computer.	**CODING PM4.1** To begin to understand selection in computer programming. To understand how an IF statement works. To understand how an IF/ELSE statement works. To understand what a variable is in programming.	**WORD PROCESSING Twinkl Y3 + TOUCH TYPING PM3.4** To introduce typing terminology. To understand the correct way to sit at the keyboard.	**SPREADSHEETS PM3.3** To understand what a spreadsheet is and what they are used for. **GRAPHING PM3.8** To understand the benefits of using a computer to create a graph.	**PRESENTING (GOOGLE SLIDES) PM3.9** To understand the purpose of the Slides tool.	**SIMULATIONS PM3.7** To consider what simulations are.

Skills	ONLINE SAFETY PM4.2	CODING PM4.1	WORD PROCESSING Twinkl Y3 + TOUCH TYPING PM3.4	SPREADSHEETS PM3.3	PRESENTING (GOOGLE SLIDES) PM3.9	SIMULATIONS PM3.7
	To identify the risks and benefits of installing software including apps. To identify appropriate behaviour when participating or contributing to collaborative online projects for learning. To identify the positive and negative influences of technology on health and the environment. **HARDWARE INVESTIGATORS PM4.8** To recall the different parts that make up a computer.	To understand how to use co-ordinates in computer programming. To understand the 'repeat until' command. To use a number variable. To create a playable game.	To use basic computer skills. To change the case of text. To align text. To use bullets and numbering. To use the <ctrl> key. To insert and format text boxes. To learn how to use the home, top and bottom row keys. To practise typing with the left and right hand.	To use the symbols more than, less than and equal to, to compare values. To use 2Calculate to collect data and produce a variety of graphs. To use the advanced mode of 2Calculate to learn about cell references. **GRAPHING PM3.8** To enter data into a graph and answer questions. To solve an investigation and present the results in graphic form.	To add slides to presentations. To add media to presentations. To format text appropriately. To add shapes and lines to enhance a presentation. To use the skills learnt to design and create an engaging presentation.	To explore a simulation. To analyse and evaluate a simulation.

Vocabulary	ONLINE SAFETY PM4.2	CODING PM4.1	WORD PROCESSING Twinkl Y3 + TOUCH TYPING PM3.4		SPREADSHEETS PM3.3	PRESENTING (GOOGLE SLIDES) PM3.9	SIMULATIONS PM3.7
	Computer virus Cookies Copyright Digital footprint Email Identity theft Malware Phishing Plagiarism Spam **HARDWARE INVESTIGATORS PM4.8** Motherboard CPU RAM Graphics card Network card Monitor Speakers Keyboard and mouse	Action Alert Background Button Code block Command Co-ordinates Debug/Debugging Execute Flowchart If If/Else Nesting Number variable Object Types Prompt Prompt for Input Properties Repeat Repeat Until	Launch Application Window Minimise Restore Size Move Screen Split Create Keyboard Typing Save Shift	Organise File Folder Close Exit Search Print Screenshot Snipping tool Align text Indent Control key Shortcut Text box Wrap text Select Format Uppercase Lower case Capitals	Symbols < > = Advance mode Copy and Paste Columns Cells Delete key Equals tool Move cell tool Rows Spin Tool Spreadsheet **GRAPHING PM3.8** Graph Field Data Bar chart Block graph Line graph	Animation Design Themes Font Media Presentation Presentation Program Slide Slideshow Text box Text formatting Transition WordArt	Simulation

		Selection Timer Variable Variable Value	Caps lock Space bar Edit Backspace Delete Arrow keys Undo Redo	Pie chart Row Column		