Cycle A – 2022-23

E-safety will be taught at the beginning of each term as a stand-alone lesson(s) at the start of each topic. It will focus on the key aspects noted in the progression of skills document. This will ensure that children are constantly reminded of key e-safety aspects for their curriculum and that these skills are fresh in their mind.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	**Information Technology**	**Computer Science – Control.**	**E safety and research**	**E safety and research**	**Information Technology**	**Information Technology - Digital media**
	To access and use different technologies.	Human programming	How we can connect with others around the world – FaceTime/phone call/ zoom	Browse the internet for pictures.	Bee Bots	Creating art work via paint – topic focused?
E safety/online safety	Staying safe.	Being kind to each other	games and playing - following rules. Playing nicely	Good and bad choices – in school, introduce online.	Warning feelings – what do we do when something doesn't feel right?	Keeping information private. E.g. not talking to strangers, telling them your name.
Y 1 / 2 Year 1 coding	**Information Technology**	**Computer Science**	**Information Technology - Digital media**	**E safety and research**	**Computer Science**	**Communication/Networks + E safety and Research - Research project**

	Safely turning on/off. Mouse skills. Keyboard.	code.org	We are Painters (rising stars)	We are collectors (rising stars)	Code.org	Word processing twinkl unit
E safety/online safety	SoCOS 1.2 Being kind and thoughtful online	SoCOS 1.3 Being responsible on the internet	SoCOS 1.4 We are information protectors – make choices about personal info.	SoCOS 1.5 Good digital citizens – communicating worries, telling adults.	SoCOS 1.6 Being responsible gamers	SoCOS 1.1 Rule writers – write online safety rules.
Y 3 / 4	**Computer Science**	**E safety and research**	**Computer Science**	**Information Technology**	**Information Technology**	**Computer Science**
Year 3 coding	Code.org	Topic based– PowerPoint	Code.org	Music and artwork	SoC - We are vloggers	Code.org
E safety/online safety	SoCOS 3.1 Year 3 rule writers – respond to online scenarios	SoCOS 3.2 Digital friends (online bullying)	SoCOS 3.3 Which websites are trustworthy?	SoCOS 3.4 Digital footprint – online presence is forever	SoCOS 3.5 Online communication (email/messages)	SoCOS 3.6 Avatars – creating an online identity.
Y 5 / 6	**Computer Science**	**E safety and research**	**Computer Science**	**Information Technology**	**Information Technology**	**Computer Science**
Year 5 coding	Code.org	Topic based – newspaper/magazine page	Code.org	databases	Podcasts – twinkl unit	Code.org

E safety/online safety	Age limits for social media and online games	Online identities – keeping personal information private - creating a nickname	SoCOS 5.2 Being responsible for online content	Newsround – 'caught in the web' Unsafe people/ situations online.	SoCOS 5.5 – respectful of copyright	SoCOS 5.4 – protecting online reputation