

Long Term Curriculum Mapping 2021-22



	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Nursery</u>	<p><b>IPads</b> Introduce the iPads to use during continuous provision</p> <p><b>RSE</b> – model and discuss what to do when they encounter a problem. However use Guided Access when not supervised</p>		<p><b>Remote control</b> Remote control vehicles moving around London <b>ESafety</b> - SMARTIE</p>		<p><b>Interactive Board</b> Introduce the interactive board to draw and add emotions into pictures and draw beanstalk</p>	
<u>Reception</u>	<p><b>Interactive Board</b> Introduce the interactive board to play games and paint on for use in continuous provision.</p> <p><b>RSE</b> – model and discuss what to do when they encounter a problem using the board.</p> <p><b>Prior Learning</b> Nursery children using board to draw</p>		<p><b>Remote control</b> Remote control vehicles moving around London</p> <p><b>Prior Learning</b> Own experiences</p> <p><b>ESafety</b> – SMARTIE</p>		<p><b>IPads</b> Using to take pictures of their challenge achievements</p> <p><b>Prior Learning</b> Own experiences</p>	<p><b>Keyboard mouse skills</b> Using iPads and PC to navigate google earth to investigate different countries.</p> <p><b>Prior Learning</b> Using iPads to take pictures</p>
<u>Year 1</u>	<p><b>Moving a robot</b> Writing short algorithms and programs for floor robots, and predicting program outcomes.</p> <p><b>Link to Geo</b> – moving robot around a map</p> <p><b>Resources</b></p>	<p><b>Digital painting</b> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p> <p><b>Link to DT/Art</b> Create digital Christmas</p>	<p><b>Technology around us</b> Recognising technology in school and using it responsibly</p> <p><b>Link with PSHE</b> and ESafety week</p> <p><b>Resources</b></p>	<p><b>Grouping data</b> Exploring object labels, then using them to sort and group objects by properties.</p> <p><b>Link to Science</b> Categorising</p> <p><b>Resources</b></p>	<p><b>Digital writing</b> Using a computer to create and format text, before comparing to writing non-digitally</p> <p><b>Link to His</b> Writing up explorers</p>	<p><b>Programming animations</b> Designing and programming the movement of a character on screen to tell stories.</p> <p><b>Link to Golidlocks</b> Retell story</p>

	<p>Beebot</p> <p><b>Prior Learning</b> Using remote control toys around London</p>	<p><b>Resources</b> 2Simple Paint</p> <p><b>Prior Learning</b> Using interactive boards</p>	<p>– Lee and Kim</p> <p><b>Prior Learning</b> SMARTIE</p>	<p>PowerPoint/publisher</p> <p><b>Prior Learning</b> Maths grouping objects Keyboard and mouse skills</p>	<p><b>Resources</b> MS word</p> <p><b>Prior Learning</b> Keyboard and mouse skills powerpoint/publisher</p>	<p><b>Resources</b> Lego movie maker</p> <p><b>Prior Learning</b> Using iPads to take pictures</p>
<u>Year 2</u>	<p><b>Robot algorithms</b> Creating and debugging programs, and using logical reasoning to make predictions.</p> <p><b>Resources</b></p> <p><b>Prior Learning</b> Y1 Beebots, moving a robot R Remote control toys</p>	<p><b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.</p> <p><b>Link to science</b> Collection and presenting information on childrens healthy lifestyle.</p> <p><b>Resources</b></p> <p><b>Prior Learning</b> Y1 Grouping data R Grouping objects</p>	<p><b>Information technology around us</b> Identifying IT and how its responsible use improves our world in school and beyond.</p> <p><b>Link with PSHE</b> and esafety week</p> <p><b>Resources</b> – Hectors World</p> <p><b>Prior Learning</b> Y1 Lee and Kim R SMARTIE</p>	<p><b>Digital photography</b> Capturing and changing digital photographs for different purposes.</p> <p><b>Link to art</b> Creating digital versions of van gough</p> <p><b>Resources</b> Ipads Editing software</p> <p><b>Prior Learning</b> Y1 mouse skills R Taking pictures</p>	<p><b>Making music</b> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p> <p><b>Link to mini topic</b> Beatles</p> <p><b>Resources</b> Ipads 2 Simple Music</p> <p><b>Prior Learning</b> Y1 mouse skills R 2Simple Music during CP</p>	<p><b>Programming quizzes</b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p> <p><b>Link to science/geography</b></p> <p><b>Resources</b> Ipads Powerpoint</p> <p><b>Prior Learning</b> Y1 mouse skills R</p>