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Goldfinch and Wren Class

Term	Twinkl Planit unit	Focus	Key objectives
1 2	Digital painting	Developing children's ability to create and edit digital artwork using painting software. Pupils learn how to use a range of digital tools to create pictures and express ideas creatively	• Use a variety of digital painting tools, including brushes, colours and shapes, to create images. • Select and modify brush styles, sizes and colours for different purposes. • Edit digital artwork using tools such as fill, erase and text • Create a complete digital picture, demonstrating a range of painting techniques.
3	Computing Skills	Developing the fundamental skills needed to operate a computer independently and safely, providing the foundation for all future computing learning	• Identify the main parts of a computer and explain their purpose. • Use a mouse, trackpad and keyboard effectively to interact with software. • Open applications and save, find and open files independently. • Apply basic computing skills to create and present simple digital work

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4	Programming toys	Introducing pupils to the foundations of computer science through programmable toys such as Bee-Bots. Children develop their understanding of algorithms, sequencing and debugging.	• Understand that an algorithm is a set of step-by-step instructions. • Create and follow simple algorithms using pictures, words and programmable toys. • Program a toy to move and complete a simple task using directional commands. • Identify and correct errors in a sequence of instructions through debugging.
5	Using and applying	Consolidating previously taught computing skills by applying them in new contexts. Children draw together their knowledge of computing skills, word processing and digital creativity to complete purposeful tasks.	• Use a range of previously learned computing skills independently. • Create, organise, save and retrieve digital content. • Combine text and images to communicate information effectively. • Review and improve digital work by editing and refining content.
6	Word Processing Skills	Developing children's understanding of how to create, edit and format text using a word processor, while building keyboard confidence.	• Use a keyboard to type words and simple sentences accurately. • Use keys such as space, enter and shift appropriately when typing. • Edit text using backspace, delete, undo and redo functions. • Format text by changing font style, size, colour and appearance.

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Kingfisher class

Term	Twinkl Planit unit	Focus	Key objectives
1	Communication and Collaboration	Understanding how technology enables communication and collaboration, while developing safe and responsible online behaviour.	• Explain different ways digital technologies allow people to communicate and collaborate. • Use collaborative digital tools to create and share content with others. • Understand how to communicate safely and respectfully online. • Recognise how information can be shared responsibly with different audiences
2	Coding	Developing programming skills through sequencing, selection, repetition and debugging.	• Design algorithms to achieve specific goals. • Create programs using sequence, selection and repetition. • Test and debug programs systematically. • Explain how different coding structures affect program outcomes.
3	Animation	Creating more sophisticated animations using planning, sequencing and editing techniques.	• Plan an animation using a storyboard. • Create animations with multiple scenes and characters. • Use editing tools to improve timing and movement. • Evaluate animations against a design brief.
4	Programming Turtle	Using programming commands to create shapes, patterns and procedures while developing computational thinking.	• Use Logo/Turtle commands accurately to control movement. • Predict the outcome of sequences of commands. • Create geometric shapes and repeating patterns through programming. • Debug and refine programs independently.

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5	Using and Applying Skills	Applying computing knowledge independently across a range of real-world projects.	• Select appropriate software and tools for a purpose. • Combine different digital skills to create a final product. • Organise, save and retrieve work efficiently. • Evaluate and improve digital outcomes.
6	Word Processing	Developing effective document creation and presentation skills.	• Create and edit documents for a specific audience and purpose. • Format text using fonts, headings, alignment and styles. • Insert and arrange images and other media within documents. • Review and improve documents using editing and proofreading tools.

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Kestrel Class

Term	Twinkl Planit unit	Focus	Key objectives
1	Strategic Searching Online	Developing effective online research skills by teaching pupils how to search safely, efficiently and critically evaluate information found on the internet.	• Use appropriate keywords and search terms to find relevant information online. • Explain how search engines organise and present results. • Evaluate websites for accuracy, reliability and relevance. • Recognise that not all information online is trustworthy and know how to verify sources.
2	Coding	Developing programming skills through designing, creating, testing and debugging programs using sequence, selection and repetition.	• Design algorithms to solve simple problems. • Create programs incorporating sequence, repetition and selection. • Use logical reasoning to predict the behaviour of programs. • Test, debug and refine programs to improve outcomes.
3	Flowol	Understanding how computer programs can monitor and control physical and simulated systems using Flowol software.	• Understand how control technology is used in everyday life. • Create flowcharts to design programs for simulated devices. • Use inputs and outputs to control actions within a Flowol program. • Test and debug control programs to achieve a desired outcome.

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4	Radio Station	Using a range of digital tools to plan, record, edit and publish audio content while developing communication and multimedia skills.	• Plan and script content for a radio broadcast or podcast. • Record clear audio using appropriate recording equipment and software. • Edit audio by trimming, reordering and enhancing recordings. • Publish and evaluate digital audio content for a specific audience and purpose.
5 **6**	Using and Applying Skills	Applying computing knowledge and skills independently across a range of contexts and digital projects.	• Select appropriate software and digital tools to meet a given purpose. • Combine skills from different areas of computing to create a final product. • Organise, save and retrieve digital content efficiently. • Evaluate and improve digital outcomes by responding to feedback and self-assessment.