

**Plan Of Learning For The Year (Unit/Topic/Project Context)**
**Half Term 1**

- Parts of a computer (hardware and software)

**Half Term 2**

- Computer Security

**Half Term 3**

- Text based programming in Python

**Half Term 4**

- Turtle programming in Python

**Half Term 5**

- Programming Microbits with buggies

**Half Term 6**

- Animations in Blender

**Feedback, Retrieval & Assessment**

- Self and peer assessment
- End of unit marked assessments
- Verbal Q and A in lesson

**Super curriculum opportunities / extra-curricular activities**

- Opportunity to look inside a PC during half term 1
- Opportunity to use robotics kits during half term 5

**Cultural Capital, SMSC, Careers and Futures**

- Links to cyber security careers in half term 2

**Common misconceptions**

- Information about laptop vs.chromebook vs. MacBook in half term 1.

**Connecting New Knowledge**

- Units have been planned out in a specific order so that there is knowledge building on top of previous learning.

**Challenge for all**

- Industry standard software used in half term 6.