

| Year Group | Half term 1  | Half term2   |
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| 3          | <p><u>Word-processing Skills</u><br/>As it has been virtually a year since the children first became familiar with keyboard skills, we kick off year 3 with some more skills to help them become more confident when word processing.</p>  | <p><u>Publishing &amp; E-safety</u><br/>The children will learn about SMART (acronym for how to stay safe online). They will also learn various publishing skills in Microsoft Publisher and create a poster with graphics and text to demonstrate their learning. They will also become aware of copyrighting and unreliable information on the internet. Skills include <i>copy &amp; paste, enlarging &amp; shrinking</i>; using Textbox and Wordart.</p> |
| 4          | <p><u>Graphic Design &amp; Publishing</u><br/>The children will design and create a user manual to accompany their games. We use Microsoft Publisher to do this, reminding the children how to use copy &amp; paste, and introducing them to 'screen-shotting' and the 'snipping tool'. The children also learn how to format their pages (insert backgrounds, page numbers e.g.) and experiment with image, Word Art and text-box features (e.g. borders, colours, 3D effects...)<br/>Saving and retrieving their document.</p> | <p><u>E-safety</u><br/>The children will end the term by recapping the acronym SMART and will work in groups to devise a short story about one element of e-safety.</p> <p><u>Multimedia</u><br/>They will create and present their stories using the ipads, in the form of a comic strip.</p>   |
| 5          | <p><u>Graphic Design &amp; Publishing/ Multimedia</u><br/>The children will design and create a powerpoint presentation in the style of a web page to accompany their games which were created in Year 4. We use Microsoft Powerpoint to do this, reminding the children of the skills they were taught last year, and introducing them to the fabulous world of animating their presentations, hyperlinking within their document and to their online game.</p>   | <p><u>E-safety</u><br/>This year's children focus on cyberbullying and its many different forms. Using photography and manipulating images, they will work in groups to create and a poster of one aspect of cyberbullying.</p>  |
| 6          | <p><u>Coding, Algorithms &amp; Programming</u><br/>Our year sixes begin the year with some seriously advanced programming! Using Kodu Game Lab, they will learn to create a computer game to an impressive standard.</p>   | <p><u>Editing &amp; Publishing; Graphic Design</u><br/>The children will use Microsoft Publisher to design a User's Manual to accompany their games. Again, previous skills learnt will be applied, as well as learning how to use more advanced design and editing tools.</p>   |