

# Curriculum Map Reception & Key Stage 1

	Autumn Term 1 <sup>st</sup> half	Autumn Term 2 <sup>nd</sup> half	Spring Term 1 <sup>st</sup> half	Spring Term 2 <sup>nd</sup> half	Summer Term 1 <sup>st</sup> half	Summer Term 2 <sup>nd</sup> half
Reception	<p><b>Draw and Tell</b></p> <p>iPads</p> <ol style="list-style-type: none"> <li>1. Turn on iPad, use menu button to access apps, use swipe to find Draw and Tell app. Demo choosing paper, choosing pencil, crayon or paint brush. Let children explore creating pictures and patterns.</li> <li>2. Drawing shapes with pencil and filling with paint brush.</li> <li>3. Demo adding stamps. Create a scene and adding suitable stamps.</li> <li>4. Demo using the colouring pictures. Get children to choose a picture and use suitable colours.</li> <li>5. Demo using the recorder to record their voice. Practice creating colouring pictures and adding recordings.</li> <li>6. Get the children to create a picture or pattern and record themselves talking about it.</li> </ol> <p>The pictures and recordings can be saved as short videos to the camera roll. They can then be uploaded to a google drive, which can be shared. added to EYFS profile software or added to a custom new google site and linked to the school website.</p>	<p><b>Beebots</b></p> <p>Robots and Beebots</p> <ol style="list-style-type: none"> <li>1. Demo how to turn the Beebot on Show how to input instructions and the importance of pressing go to start the program. Let the children explore what the Beebots can do.</li> <li>2. Remind children of what the Beebot can do and then show them how to make it go forward to reach a target and how they have to keep trying until they get it right. Tell them this is debugging.</li> <li>3. Demo by being a 'silly robot' the instructions needed to make the Beebot go around in a square. Get the children to move you around with simple instructions. See if the children can get the Beebot to move in a square.</li> <li>4. Create an obstacle course for the Beebots with Blocks or other equipment. demo trying to get the Beebot to go around the obstacle course by trial and error remind the children this is debugging.</li> <li>5. Repeat with different obstacle course.</li> <li>6. Repeat.</li> </ol> <p>Photos of the children using the Beebots can be uploaded to EYFS software.</p>	<p><b>E Safety</b> <b>Safe use of devices and cyber bullying.</b></p> <ol style="list-style-type: none"> <li>1 Read Smartie the penguin PDF/ Slide show from <a href="http://childnet.com">childnet.com</a> Get the children to identify all the times Smartie did the right thing. Get the children to create images of Smartie in various media for a display.</li> <li>2. Reread the smartie story. Get the children to accompany the song with various instruments and see if they can remember it.</li> <li>3. Role play the different challenges Smartie encountered and see if the children can remember what they need to do. See if the children can with help can use emergent writing to list the times when Smartie needed to tell.</li> <li>4. Read the story of the digiducks big decision. Challenge the children to remember what digiduck did that was wrong. See if the children can recreate the story in role play.</li> <li>5. Reread digiducks big decision and see if they can sequence the story in pictures and retell it orally</li> <li>6. Reread the story and get the children to create some artwork for a class display.</li> </ol> <p>Take photos for the class display and record all the work in the children's profiles.</p>	<p><b>Daisy the Dinosaur</b></p> <p>Using iPads</p> <ol style="list-style-type: none"> <li>1, Demo opening Daisy app and going to the free play area. Demo how to drag the code instructions to the programming box. Let the children explore what daisy can do.</li> <li>2. Show how to make Daisy move more than once with multiple blocks. Get the children to work out by trial and error how many moves it takes to get to the end of the screen. Challenge them to get Daisy to move in different ways exactly across the screen.</li> <li>3. See if the children can repeat the last lesson but make Daisy return as well.</li> <li>4. Show the children how to use the repeat function. Get them to make Daisy move across and back using repeats.</li> <li>5. Show the children how to use the On shake input. Get the children to create programs for Daisy that start with a shake.</li> <li>6. Give the children challenges. EG can the make Daisy dance, play basketball, look like she is walking away and then coming back.</li> </ol> <p>Photos of the children using the app and screen shots of their programs can be uploaded to EYFS software.</p>	<p><b>Puppet Pals introduction</b></p> <p>Using iPads</p> <ol style="list-style-type: none"> <li>1. Demo opening Puppet pals. Show the children how to add 1 character and 1 background. Show them how to start and stop recording and move the character around. to create an animation. explain where the microphone is and how to speak into it</li> <li>2. Add another character and explore 2 characters interacting.</li> <li>3. Show how to add another background and switch between the 2.</li> <li>4. Explain to the children that they need to create a fairy tale using puppet pals. they need to think of the start middle and end of the story and recreate it. Choose a story and create an animation.</li> <li>5. Repeat with different story.</li> <li>6. Repeat with different story.</li> </ol> <p>The animations can be saved first into the app and then into the camera roll as a video. These can be uploaded to EYFS software . Or photos and screen shots can be used.</p>	<p><b>Scratch Junior programming intro</b></p> <p>Using iPads</p> <ol style="list-style-type: none"> <li>1 Demo opening the app and starting a new project. Show how to drag a green flag to the program box and add a movement block and start the program. Get the children to explore adding movement blocks and making the cat move.</li> <li>2. Show how to add a new character and make it move. Get the children to explore adding characters and making them move.</li> <li>3 Show the children how to add a new background. Let them explore moving characters in different backgrounds.</li> <li>4. See if the children can create a simple story with 2 characters moving around a background.</li> <li>5. Repeat with different characters and background.</li> <li>6. Repeat with different characters and background.</li> </ol> <p>Photos of the children using the app and screen shots of their programs can be uploaded to EYFS software.</p>

YEAR 1	Puppet Pals	Book Creator Intro	Beebots	Personal information and web reliability	Scratch Junior	Draw and Tell
	<p>Using iPads</p> <p>1 Remind the children how to open the app and how to open a new project. Remind them how to tick a character and a background. Remind them how to record the character moving around with a sound track. Get the children to explore adding characters and backgrounds and creating animations.</p> <p>2. Show how to add a photo from the camera as a character and background. Let the children explore adding photos as characters and backgrounds.</p> <p>3. Show the children how to get a picture from the www and save it to the camera roll. Show them how to add the photo as a character. Let the children explore getting and adding photos from the www as characters and backgrounds.</p> <p>4. Show the children how to add multiple backgrounds and how to pause the recording to change background. Get the children to find topic related images and practice creating a topic based animation.</p> <p>5 Continue practicing their animations.</p> <p>6. Show how to save their animations and explain that these will be the final saved animations.</p> <p>The final animations can be saved first into the app and then into the camera roll as a video. These can be uploaded to a google drive or file on the network. They can also be added to a new google site.</p>	<p>Using iPads</p> <p>1. Demo opening the app, creating a new book and choosing from the 3 different sizes. Show how to go back to my books and demo adding names and authors to the file. show how to add text, how to change font, colour, size, background colour. Get children to add a title and authors to their book.</p> <p>2 Get children to share out iPads by checking whose book is on their pad. Demo how to add a photo using the camera show them how to add audio. Get the children to add a photo and record a short introduction to themselves.</p> <p>3 Share the iPads as before. Show the children how to go to the www and find a picture using google images. Show them how to save the image. Give them some topic based words to search. Show them how to add the saved image to the book on a new page. Get the children to prepare a topic based page.</p> <p>4 Let the children continue creating a topic based book with images text and audio.</p> <p>5 Continue completing book</p> <p>6 Continue completing book</p> <p>The final books can be saved as pdfs and printed, they can be saved as a video and added to a google web site. they can be uploaded to a google drive as e pubs downloaded and edited.</p>	<p>Robots and Beebots</p> <p>In pairs on as many Beebots as available. The rest of the class exploring the Beebot apps on the iPads.</p> <p>1. Remind the children how to make a 'silly robot' go round in a square. Get the children to get the Beebots to make a square. show the children how to record their programs on white boards using arrows.</p> <p>2. Get the children to explore creating their own programs for the Beebot and then sharing them with each other. Can they achieve the same result?</p> <p>3. See if the children can set up a simple obstacle course then create a program to get through and record it. Share the program and see if somebody else can get through.</p> <p>4. Repeat with different courses.</p> <p>5. Show how to use the wait function. Explain they need to simulate going to the shops picking up some shopping and coming home.</p> <p>6. Repeat with different shop layouts and instructions.</p>	<p>Personal information and web reliability</p> <p>1 Read Digiducks famous friend. As a class get the children to list all the questions that the owl answered get them to explain why the animals guessed incorrectly. Get the children to create a book creator book about themselves adding a picture and information about themselves.</p> <p>2 Watch the 1st Hectors world video from the <a href="#">hectors world</a> website. Get the children to add to their e books a picture and sentence describing what they learned from the video</p> <p>4, 5 and 6 Carry on watching the personal info videos form the hectors world website the children can add to their e books any more info they get from watching the video.</p> <p>The final books can be saved as pdfs and printed, they can be saved as a video and added to a google web site. they can be uploaded to a google drive as e pubs downloaded and edited.</p>	<p>iPads</p> <p>1 Remind the children how to open a new project into the app. Give the children a challenge to get the cat to move around the screen using just 1 program. After the children have explored this explain that when they tried failed and changed their programs they were 'debugging'. Get the children to get 4 characters move around from the 4 corners.</p> <p>2. Show the children how to make a recorded code block. Show them the best way to use the microphone. Get them to explore adding recorded speech and sounds to their character programs.</p> <p>3. Explain they are going to create a programmed story. they need to plan out the story. Show how to plan out a very simple 4 panel story. EG 1 character moves to the middle, other character moves to middle 1 speaks other speaks both move away. Explain that these instructions are called an algorithm. show them how to use the wait block to make sure everything doesn't happen at the same time Get children to begin programming.</p> <p>4. Get children to share out iPads by checking whose projects are on their pads. Get the children to continue practicing creating their stories.</p> <p>5 Continue practicing, making sure the children create drawn or written algorithms</p> <p>6 Create final animation with algorithm.</p> <p>The programs can be uploaded to a google drive, which can be shared or added to a custom new google site and linked to the school website.</p>	<p>iPads</p> <p>1. Remind children how to access and use the Draw and Tell app. Get them to create a topic based picture or pattern and record themselves talking about it. Show them how to save it to the camera roll.</p> <p>2. Display and analyse a picture by Picasso concentrate on the brush strokes and colours. See if the children can recreate the picture in the app. Get them to add a recorded explanation of the style and why they created the picture as they did. Get them to save to the camera roll.</p> <p>3. Choose a different artist with a clear style Poincare and pointillism works well. or the impressionists. Repeat last lesson.</p> <p>4. Show the children how to upload the saved work to a google drive. Get the children to up load anybody's in the camera roll from the last 2 lessons Repeat last lesson with different artist.</p> <p>5. Show the children how to add a photo from the camera roll into the app. Get the children to take a selfie and create a disguise for themselves and record a new voice explaining who they are.</p> <p>6. Talk about getting permission for taking photos of others and explaining what you will do with them before using people in photos. Get the children to create disguises for each other and record new voices.</p> <p>The pictures and recordings can be saved as short videos to the camera roll. They can then be uploaded to a google drive, which can be shared or added to a custom new google site and linked to the school website.</p>

YEAR 2	<b>Book Creator</b> <b>Topic Based Independent</b>	<b>Code.org</b>	<b>Animation iMotion</b>	<b>Puppet Pals SMART Animation</b>	<b>Scratch Junior</b>	<b>Google Docs</b>
	<p>iPads</p> <ol style="list-style-type: none"> <li>1. Remind the children about all the functionality of the app. Examine different hard copy info books identify common features.</li> <li>2. Show the children how to add videos of themselves through the camera. Explain that they are going to create an info e book about their topic that will include sort videos of themselves explaining the text.</li> <li>3. Get the children to create an info book and remind them how to name the file with title and author. At the end of the lesson show the children how to upload their books to a google drive.</li> <li>4 Show the children how to download their e books. Explain over the next 3 lessons they will continue creating their info books uploading and downloading them each time.</li> <li>5 Continue creating info e book.</li> <li>6. Finish their info e books.</li> </ol> <p>The final books can be saved as pdfs and printed, they can be saved as a video and added to a google web site. they can be uploaded to a google drive as e pubs downloaded and edited.</p>	<p>PC's laptops</p> <p>Set up <a href="https://code.org">code.org</a> accounts for children and create course.</p> <p>The children follow a curated set of activities that build up their confidence creating sequences of instructions involving repeats and logic.</p> <ol style="list-style-type: none"> <li>1 Using track or mouse</li> <li>2. Ordering code</li> <li>3. Repeat and get</li> <li>4. Multiple repeats</li> <li>5. Drawing and loops</li> <li>6. Events</li> </ol>	<p>iPads</p> <ol style="list-style-type: none"> <li>1 Demo using the app explore creating animations with lego or other suitable small objects.</li> <li>2 Get the children to think about what sort of animations they could create. Get them to practice different ideas that they could use</li> <li>3 Storyboard animations using A3 paper in 8 boxes. Create props and backgrounds (topic based if possible)</li> </ol> <p>It is best if the next 3 steps can be completed in an afternoon or morning allowing the children to finish their projects.</p> <ol style="list-style-type: none"> <li>4 Continue to complete animation.</li> <li>5 Share iPads by checking whose animations is on the pad and swapping.</li> <li>6 Continue completing animation</li> </ol> <p>The final animations can be saved as a video and added to a google web site. They can be uploaded to a google drive. Or all put into a class iMovie.</p>	<p>iPads</p> <ol style="list-style-type: none"> <li>1 Remind how to create an animation using images from the www. Let them explore adding different characters from the www and different backgrounds.</li> <li>2 Show the children the 1 of the childnet 1 SMART pirate crew videos Get them to write a storyboard to use for their animations. Explain that this is as an algorithm. Get them to base their animations on this.</li> <li>3 Repeat with a different video</li> <li>4 Repeat with a different video</li> <li>5 Repeat with a different video</li> <li>6 Repeat with a different video</li> </ol> <p>The final animations can be saved as a video and added to a google web site. They can be uploaded to a google drive. Or all put into a class iMovie.</p>	<p>iPads</p> <ol style="list-style-type: none"> <li>1 Show how to use the paint function to create and add a simple picture. Show them how to add a photo from the camera roll.</li> <li>2. Brainstorm different ideas for an animated story (topic based if appropriate) Get the children to create a storyboard for their coded stories.</li> <li>3. Show the children how to use the change scene block. Share the iPads by checking who has whose pads and swapping. Continue to code their stories emphasising that the storyboard is the algorithm and the code makes the program and as they change their code to get it to work they are debugging.</li> <li>4 Continue to create their stories.</li> <li>5 Continue to create their stories.</li> <li>6 Finish creating their stories.</li> </ol> <p>The programs can be uploaded to a google drive, which can be shared or added to a custom new google site and linked to the school website.</p>	<p>iPads</p> <ol style="list-style-type: none"> <li>1 Have the pads logged in to 1 google account before the lesson. Show children how to open app on the pad. Demo adding text, Changing font, colour and size. Get the children to create and name a project</li> <li>2 Explain the Google cloud and what is actually happening to their digital work. Demo adding a picture and how to wrap text. Let the children explore adding text and pictures to a page. At the end of the lesson show them that they don't need to save their work as it is all saved in the Google drive.</li> <li>3 If the you think the children are able show them how to log in to the correct drive using a google email and password. If not make sure the iPads are logged in to the correct account before the lesson. Brainstorm as a class what they could put onto a document to create a topic based fact file. Get the children to start creating these fact files.</li> <li>The children can be taken in groups of 6 and shown how to login to the google accounts if deemed suitable.</li> <li>4. Continue creating their fact files.</li> <li>5 Continue creating their fact files.</li> <li>6 Continue creating their fact files.</li> </ol> <p>The documents are saved in the google drive and can be printed or put into a new google site.</p>