	St. Bened	ict's Primary School		
COMPUTING KNOWLEDGE AND SKILLS BUILDER: Information Technology (Evaluate & Apply)				
Year group	ILP and Context for Learning	Skills and Knowledge		
Year 1	Autumn 1 Enchanted Woodlands Big Question: Who lives in a woodland? Context – Basic Skills & Word processing Programmes of study: KS1: Co4 Co5	SkillLog on and log off a computer.Click and drag with a mouse or trackpad.Switch on and shutdown a computer.Launch an application by double clicking it.Use the keyboard to type letters in upper case and lower case and use the space bar.Change the font, size and colour of text.KnowledgeName the parts of a computer.Know and understand the terms 'log on', 'log off', 'mouse', 'font', 'text'.Know different uses of technology at home and in school.		
	Autumn 2 ILP Bright Lights Big City Big Question: How is a city different to the countryside? Context – Finding images using the web Programmes of study: KS1: Co4 Co5 Co6	Search for images using online galleries. Copy an image from the web and paste it into a presentation. Move and resize images in a presentation.		
	Spring 1 ILP Superheroes Big Question: What is a superhero? Context – Taking and editing photos Programmes of study: KS1: Co4 Co5 Co6	Skill Use a camera app take digital photographs. Take photos that are in focus. Use simple editing tools to change a photo. Import a photo into presentation software. Knowledge Know and use the terms 'digital camera', 'image', 'in focus', 'edit'.		

Year 1 (cont.)	Spring 2 ILP Beachcombers Big Question: What are the features of a coastline? Context – Producing a talking book Programmes of study: KS1: Co4 Co5	SkillRecord sound effects and dialogue using digital audio software.Put sound effects and dialogue together in a talking book.KnowledgeKnow how to give constructive feedback to other pupils.
	Summer 1 Paws, Claws and Whiskers Big Question: How do we know if an animal is a carnivore, herbivore or omnivore? Context – Illustrating an eBook Programmes of study: KS1: Co4 Co5 Co6	Skill Use a paint program to create an illustration. Edit an image. Knowledge Know how to save and name work.
Year 2	Autumn 2 ILP Land Ahoy! Big question: How is an explorer different to a pirate? Context – Researching Captain Cook Programmes of study: KS1: Co4 Co5 Co6	Skill Use a search engine. Find images and add them to a presentation. Create a short multimedia presentation.
	Spring 1 ILP Muck, Mess and Mixtures Big question: What impact does heating and cooling have on materials? Context – Producing a video animation Programmes of study: KS1: Co4 Co5	Skill Draw a storyboard. Import photos into a video software program. Edit a video.
	Spring 2 ILP Towers, Tunnels and Turrets Big Question: What was life like inside a castle? Context – Using digital drawing tools Programmes of study: KS1: Co4 Co5	Skill Use a drawing program to create an illustration. Knowledge Know how to modify pencil/brush size and colour. Know how to change drawing tools.

	Summer 1 ILP Scented Gardens	Skill
	Big Question: What do plants need to survive?	Take focussed, sharp photos.
	Context – Taking better photographs	Edit and enhance a photo to make it look better.
	Programmes of study:	
	KS1: Co4 Co5 Co6	Knowledge
		Consider the technical and artistic merits of a photo.
Year 3	Autumn 1 ILP Heroes and Villains	Skill
	Big Question: Who is your hero?	Plan, design and deliver an interesting and engaging presentation.
	Context – Making a screencast presentation	Search for, and evaluate, online images.
	Programmes of study:	Create a screencast video of a presentation.
	KS2: Co4 Co5 Co6 Co7	
		Knowledge
		Develop an understanding of how the internet, the web and search engines work.
		Know search results are based on the key words typed in.
	Spring 1 ILP Tremors	Skill
	Big Question: What causes tremors on earth?	Open, write and send emails.
	Context – Using email and video conferencing software Programmes of study:	Use email and video conferencing to communicate.
	KS2:Co4 Co6 Co7	Knowledge
		Develop a basic understanding of how email works
		Realise that email and video conferencing work via the internet.
	Spring 2 Mighty Metals	Skill
	Big Question: How do different forces effect metals?	Frame shots and hold the camera steady.
	Context – Videoing a performance	Import and edit a video using editing tools.
	Programmes of study:	Record a voiceover narration.
	KS2: Co2 Co6	

Year 3 (cont.)	Summer 1 ILP Scrumdidlyumptious!	Skill
	Big Question: How do you stay healthy?	Use Google Forms to collect data via the internet.
	Context – Creating a survey	Use Google Slides to present results.
	Programmes of study:	Move information between different applications.
	Co4 Co6 Co7	Knowledge
		Explain what the data means.
Year 4	Autumn 1 ILP I am Warrior	Skill
	Big Question: Why were the Romans so successful?	Create content for a wiki.
	Context – Producing a wiki page	Edit the content of a wiki.
	Programmes of study:	Edit other people's work.
	KS2: Co4 Co5 Co6 Co7	Develop proofreading skills.
	Autumn 2 ILP Potions	Skill
	Big Question: What is the difference between a solid, liquid and gas?	Create a web page (by writing HTML).
	Context – Editing and writing HTML to create a website	
	Programmes of study:	
	KS2: Co4 Co6 Co7	
	Spring 1 ILP Traders and Raiders	Skill
	Big Question: Where did the Anglo Saxons settle and why?	Import and edit photos using editing tools.
	Context – Producing a stop motion animation	Add a soundtrack to suggest a tone.
	Programmes of study:	Put transitions between clips.
	KS2: Co6	Record an audio commentary.
	Spring 2 ILP Burps, Bottoms and Bile	Skill
	Big Question: How does the body digest food?	Use sequencing software to create a piece of music.
	Context – Producing digital music	Kusuladaa
	Programmes of study:	Knowledge
	KS2: Co2 Co4 Co5 Co6 Co7	Explain how technology can be used to create music.
Year 4 (cont.)	Summer 1 ILP Misty Mountain Sierra	Skill
	Big Question: How are mountains formed?	Use weather measurement equipment safely.
	Context – Presenting the weather	Enter data in a spreadsheet.
	Programmes of study:	Create simple charts.
	KS2 : Co2 Co3 Co5 Co6	

Year 5	Autumn 1 ILP Stargazers	Skill
	Big Question: What happens when there is no gravity?	Create simple objects using Tinkercad.
	Context – Creating a virtual space	Create simple 3D objects using Tinkercad.
	Programmes of study: KS2: Co2 Co3 Co5 Co6	Select, move and change the size of digital 3D shapes.
		Knowledge
		Know and understand the terms 'virtual' and '3D modelling'.
	Spring 2 ILP Beast Creator	Skills
	Big Question: What is the difference between the life cycle	Use tools to get the best results in web searches.
	of an amphibian, mammal, reptile and insect? Context – Creating a website about cyber safety	Create content using Google Sites.
	Programmes of study:	Knowledge
	KS2: Co4 Co5 Co6 Co7	Able to name a number of different search engines.
		Explain how search engines order web pages in a search ('Page Rank').
	Summer 2 ILP Allotment	Skill
	Big Question: Do dock leaves cure a sting?	Write a blog post.
	Context – Creating a blog	Add images, audio and video to a blog post.
	Programmes of study:	
	KS2: Co4 Co5 Co6 Co7	Knowledge
		Understand how the internet makes blogging possible.
Year 6	Autumn 2 ILP Blood Heart	Skills
	Big Question: What are the main parts and functions of the	Refine storyboarding.
	circulatory system?	Shoot high-quality video footage.
	Context – Creating a TV advert	Use advanced tools in video editing software.
	Programmes of study:	
	KS2: Co3 Co5 Co6 Co7	
	Spring 2 ILP Darwin's Delights	Skills
	Big Question: Can you explain Darwin's theory of evolution?	Research a location.
	Context – Using media and mapping to document a trip	Use online tools to plan an efficient route to a destination.
	Programmes of study:	Combine text and media to produce online content.
	KS2: Co5 Co6 Co7	

Year 6 (cont.)	Summer 2 ILP Gallery Rebels	Skills
	Big Question: Can you express yourself without words?	Source content for a publication.
	Context – Creating a Yearbook	Apply principles of good design to page layout.
	Programmes of study:	Word-process text quickly and to a good standard.
	KS2: Co4 Co5 Co6 Co7	
		Knowledge
		Know the principles of good design.