



EYFS

1. SUPER SPACE – 3 lessons + Early Programming, Early Data
2. BOATS AHOY – 4 lessons + Early Creating Media, Early Control
3. BUSY BODIES – 4 lessons + Early Programming, Early Creating Media
4. AWESOME AUTUMN – 3 lessons + Early Programming, Early Control
5. WINTER WARMERS – 3 lessons + Early Creating Media, Early Data
6. SPRINGTIME – 3 lessons + Early Programming, Early Data
7. SUMMER FUN – 3 lessons + Early Programming, Early Creating Media
8. ESAFETY – 4 lessons

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	SUPER SPACE Science	1	AMAZING ALIENS Create aliens from playdough. Look for similarities and differences in their set of aliens. Decide on and group aliens by a chosen criteria, such as colour, shape, features	CREATING PATTERN LOGICAL REASONING	
		2	BUILD A ROCKET Make rockets from a range of recycled materials. Experiment with the materials and resources provided. Create and improve their rocket.	TINKERING ABSTRACTION CREATING	
		3	SPACE CHASE Give instructions to direct a rocket around a grid to reach planets. Create an algorithm, or a set of instructions. Record instructions on algorithm planners.	ALGORITHMS COLLABORATING PERSEVERING	
		EARLY PROGRAMMING		KODABLE - Give instructions to direct a 'fuzzy' around a path. (Need to create free class log ins)	Kodable (Ipad app) www.kodable.com
		EARLY DATA		J2DATA (Branch) – Sort the aliens (Needs to be adult led)	J2DATA –BRANCH www.j2e.com/jit5#branch

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	BOATS AHOY Science Maths English D&T	1	WHAT IS A GOOD BOAT? Find out about boats from a range of sources. Use technology to find out about things and interact with software. Read from a range of sources.	LOGIC PATTERN ABSTRACTION	
		2	IS THIS A GOOD BOAT? Explore floating and sinking by placing different objects in a water tray. Predict which objects would sink or float and test their predictions. Record the results in a simple table, into which children could draw the objects.	TINKERING LOGIC PATTERN	
		3	ON BOARD ROLE PLAY Create a role play boat, or play creatively in a role play area. Role play might include cooking on board the boat, painting the boat, being a pirate, walking the gangplank, swimming in the sea etc.	DECOMPOSITION COLLABORATING ABSTRACTION CREATING	
		4	BUILD A BOAT Follow instructions to make a simple boat. Test the boat to see if it works. Create own designs for a boat.	ALGORITHMS COLLABORATING CREATING	
		EARLY CREATING MEDIA		Use devices to film role plays Use green screen and digital backgrounds	Imovie (Ipad app)
		EARLY CONTROL		Remote control boats.	RC Boats

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	BUSY BODIES Science English PSHE	1	PARTS OF OUR BODY Find out about the human body from a range of sources, such as observation of their own bodies, looking at books, watching film clips, listening to stories, singing songs about bodies and role play.	LOGIC PATTERN ABSTRACTION	
		2	MAKE A BODY Create representations of a body by making pictures and models. Label the parts of the body in a range of ways - pre-made photo labels, by writing simple emergent writing labels, by recording their ideas verbally or having the words scribed.	ABSTRACTION DECOMPOSITION ALGORITHMS	
		3	LOOK HOW WE GROW Learn about the different stages of growth and put these stages in order. Collect photos of themselves as babies, or photos of family members at different ages. Look at images and videos showing stages of growth.	PATTERN ALGORITHMS	
		4	MOVEMENT ALGORITHMS Follow instructions (an algorithm) for a simple set of movements or dance routine. Adapt and change dances to make their own routines. Test routines to see if it works. <i>Traditional songs such as 'Heads, shoulders, knees and toes', using different musical instruments to signify certain moves, or using pictures to indicate certain moves, all provide algorithms (sets of instructions or rule).</i>	ALGORITHMS DECOMPOSITION DEBUGGING	
		EARLY PROGRAMMING		Guide animals along paths	Code Safari (Ipad app)
		EARLY CREATING MEDIA		Use devices to film dances	Imovie (Ipad app)

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	AWESOME AUTUMN Early Years	1	GARLANDS GALORE Create garlands from prints of autumn objects. Collect natural objects to create prints on long paper strips. Use the autumn images to create patterns on the strips.	LOGIC PATTERN CREATING	
		2	LEAF LABYRINTH Gather autumn leaves and create a life size leaf maze, leading to the 'treasure'. Navigate through the maze, using language of direction and position. Create a route for a friend to follow. Evaluate which route would be the best / quickest.	LOGIC ALGORITHMS DECOMPOSITION CREATING	
		3	PUMPKIN SOUP Learn about the process of making pumpkin soup. Sequence the steps involved in making the soup so that they make sense. Follow their pictorial recipes to create the pumpkin soup.	ALGORITHMS DECOMPOSITION COLLABORATING	
		EARLY CONTROL		Create small mazes for vehicles or toys	Sphero Ollies (Drive)
		EARLY PROGRAMMING		Guide Bee-Bots through mazes	Bee – Bot Bee-Bot (ipad)

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	WINTER WARMERS Early Years	1	FEED THE BIRDS Make bird feeders out of old plastic bottles. Sequence steps for making a bird feeder in the correct order so they make sense. Follow their pictorial instructions to create the bird feeder.	ALGORITHMS COLLABORATING DECOMPOSITION CREATING	
		2	LET'S MAKE AN IGLOO Look at pictures of igloos. Make igloos using sugar cubes, marshmallows or cotton wool. Make igloos out of snow (Weather permitting) Experiment with materials and resources to work out how their igloo will stay up.	LOGIC TINKERING DECOMPOSITION COLLABORATING PERSEVERING	
		3	SNOWMEN SCARVES Create scarves for snowmen, using pattern in their designs. Identify patterns in a sequence, and continue them by adding what comes next. Create their own scarf designs, incorporating pattern into them.	CREATING PATTERN LOGIC	
		EARLY CREATING MEDIA		Paint snowman pictures	PaintZ (Online) Art Set (ipad)
		EARLY DATA		J2DATA (Pictogram) – Count the birds that visit the bird feeders (Needs to be adult led)	J2DATA – PICTOGRAM www.j2e.com/jit5#pictogram

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	SPRINGTIME Early Years	1	JUNK SCARECROWS Look at pictures of scarecrows to find out which features scarecrows have in common. Draw pictures of a scarecrow including the main features, adding labels if appropriate. Work together to create a scarecrow, incorporating the main features identified. <i>Note – this activity would follow on nicely from the 'Planting seeds' spring activity, but could also be carried out in summer / autumn depending on what you are planting.</i>	ABSTRACTION TINKERING CREATING COLLABORATING	
		2	RABBIT RUN Give instructions to direct a rabbit around a grid and collect carrots. Use symbols, words or numbers to create an algorithm, or a set of instructions. Work in small groups to plan routes and then test their algorithms.	ALGORITHMS PERSEVERING COLLABORATING	
		3	SEED SEQUENCING Look at pictures of the steps involved in planting seeds (provided). Sequence pictures so that they make sense and are in the correct order. Follow their pictorial instructions to plant their seeds.	ALGORITHMS DECOMPOSITION COLLABORATING	
		EARLY PROGRAMMING		Guide Bee-Bot to reach the flowers	Bee-Bot (ipad)
		EARLY DATA		Record information about weather conditions Create a weather chart on interactive whiteboard/display board	Weather Stations Internet

YEAR	UNIT	LESSON	ACTIVITY	SKILLS	
EYFS	SUMMER FUN Early Years	1	COLOUR COLLECTIONS Take part in a walk to collect flowers, or objects from their local environment. Organise and group objects into a pictogram.	CREATING PATTERN PERSEVERING	
		2	JOURNEYS Take photographs or make a list of the things they see on a journey through the village. Add drawings, sketches, and toys to a sketched out road on a large piece of paper. Decide on the position of the objects Use toy cars or robots to tell the story of their adventure.	LOGIC ALGORITHMS CREATING COLLABORATING TINKERING	
		3	SEASIDE TANGRAMS Look at some seaside pictures. Identify shapes they can see that form objects such as the lighthouse, boats, etc. Name common 2D shapes Experiment with how they can combine shapes to create their own seaside picture.	TINKERING CREATING DEBUGGING PERSEVERING	
		EARLY PROGRAMMING		Guide Blue-Bot around the street challenges	Blue-Bot (ipad)
		EARLY CREATING MEDIA		Paint seaside pictures	PaintZ (Online) Art Set (ipad)

YEAR	UNIT	LESSON	ACTIVITY	SKILLS
EYFS	E-SAFETY	1	DEVICE DETECTIVES Locate devices around the school. Photograph different devices. Find out whether the devices can access the internet.	COLLABORATING E-SAFETY
		2	WATCHING VIDEOS www.thinkuknow.co.uk/4_7/ TAG – Tell A Grown up (Set Jessie’s age to 4) www.childnet.com/resources/smartie-the-penguin/ Online safety Powerpoint	E-SAFETY
		3	USING DEVICES SAFELY Draw or write down ideas about how to use a tablet safely. Answer the question, ‘How do you use a tablet safely?’	E-SAFETY
		4	FRIENDS ONLINE https://www.childnet.com/resources/digiduck-stories/digiducks-big-decision/ PDF Big Book – Digiduck’s Big Decision - Sharing pictures online.	E-SAFETY