NICER curriculum | ICT Long Term Plan



	Autumn		Spring	Summer
	The Big	A New Adventure	A Real World	A Whole New World
N and	Adventure	Project based Learning on: Puppets	Project based Learning on: Traditional stories	Project based Learning on: Travel
	How can we transform a space in our school	Challenge: Create a puppet show	Challenge: How can we tell a story to an audience?	Challenge: Where might we travel in the world?
R	to tell everyone about our big adventure?	Outcome: Puppet Show	How can we run a Café? Outcome: Storytelling to an audience / Creating a cafe	Outcome: Travel documentary film
	The Big	Far Far Away	The Jolly Farmer	Buckets and Spades
1	Adventure	Project based Learning on: Bridges	Project based Learning on: Healthy Food	Project based Learning on: The Beach
	How can we transform a space in our school	Challenge: How can the three Billy goats gruff get to their field without crossing the	Challenge: How can we create a healthy food tasting festival for our families?	Challenge: Plan and design a gallery that brings the seaside to the city
	to tell everyone about our big adventure?	bridge and meeting the troll?	Outcome: Healthy food festival of Soup	Outcome: Seaside Gallery
	Programming –	Outcome: Gingerbread Men / Houses	Word processing	Sound
	Beebots	Saving and Retrieving Work	Data Handling	Graphics and Design
	Saving and Retrieving Work	Research	Research	Websites
	Graphics and Design	E-Safety		
	The Big	Sparks will Fly	Up, Up and Away	The Really Rural Show
2	Adventure	Project based Learning on: Fire	Project based Learning on: Flight	Project based Learning on: The countryside
	How can we transform a space in our school	Challenge: How can we tell the story of fire creatively?	Challenge: How can we make something fly?	Challenge: How can we recreate the countryside in our environment?
	to tell everyone about our big adventure?	E-Safety	Outcome: Kite Festival	Outcome: Countryside fayre
	Saving and Retrieving	Animation	Word processing	Graphics and Design
	Work	Sound	Data Handling	Sound
	Word processing	334	Programming - Beebots	
	Research and Websites			
	Graphics and Design			

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		Around the World in 80 Beats	A Day at the Museum	Dinosaur Stomp!
3		Children use ICT to explore music and recording. They use different sound patterns to create songs. They use well known songs to	Project based Learning on: An aspect of History	Project based Learning on: <i>Dinosaurs</i>
	The Big	innovate and change.	Challenge: How can we run our own pop-up museum?	Challenge: How can we bring dinosaurs back to life through dance?
	Adventure	Project based Learning on: Countries	Outcome: Pop Up Museum	Outcome: Dance performance
	How can we transform a space in our school to tell everyone about	Challenge: Compose an album of songs of the	Graphics and Design	Data Handling
		world	Word Processing	Programming – Scratch / Kodu
	our big adventure?	Outcome: Album	PowerPoint	Animation
	Research skills	Word processing		
	PowerPoint Presentations	Saving and Retrieving work		
		Documenting and Publishing		
		Sound		
	The Big	Funny Bones	Time Traveller	Crazy Contraptions
4	Adventure	Project based Learning on: <i>The Body</i>	Project based Learning on: An aspect of History	Project based Learning on: Inventions
	How can we transform a space in our school	Challenge: Create an animation to show how the body works	Challenge: How can you produce an art gallery to show the History of the world?	Challenge: Can we design and make a product which solves a problem?
	to tell everyone about our big adventure?	Outcome: Animation	Outcome: Historical Art work gallery	Outcome: Product fair / sale / invention / Campaign
	Research skills	Animation	Word Processing	Data Handling
	Saving and Retrieving Work	Sound	Graphics and Design	PowerPoint presentations
	Data Handling		Film	Programming – Scratch / Kodu
	Graphics and Design			

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5	The Big	Pillars and Drains	Food v Man	Castle Attack!
	Adventure	Project based Learning on: Religions	Project based Learning on: Healthy and fair food	Project based Learning on: Castles
	How can we transform a space in our school	Challenge: How can we help the community?	Challenge: How can we set up a healthy tuck shop to run in the school?	Challenge: How can you design an attack proof castle?
	to tell everyone about our big adventure?	Outcome: Community project	Outcome: Fairtrade tuck shop	Outcome: Re-enactment day and Banquet
	Word Processing	E-Safety	Data Handling	Word processing
	Research Skills	Documenting and Publishing	Saving and Retrieving work	Programming – Scratch / Kodu
	Graphics and Design		Film	PowerPoint Presentation
	The Big	Super Sudz	Goblin and Ghouls	The Final Countdown
6	Adventure	Project based Learning on: Soap in the past and present	Project based Learning on: Spiderwick	Project based Learning on: <i>Events</i>
	How can we transform a space in our school		Challenge: Create our own chronicles	Challenge: How can we set up a VPA events promotion company?
	to tell everyone about our big adventure?	Challenge: How can we design and produce organic soap?	Outcome: Published chronicles	Outcome: Production, exhibitions and Prom
	Research and Websites	Outcome: Soap Sale	Word processing	Graphics and Design
	Word Processing and Publishing	Graphics and Design	Saving and Retrieving Work	Data Handling
		Research and Websites	Programming – Scratch / Kodu	Presentations
		E-Safety	E-Safety	
		Presentations		