



Truro Learning Academy

Subject:

2026 – 2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception/Nursery	Computational Thinking What is an algorithm and how do we follow instructions?	Debugging & Sequencing How do we find and fix mistakes?	Technology Around Us Where do we see technology?	Data & Information How can information help us?	Media & Sound How can technology help us create?	Online Safety & Digital Literacy How do we stay safe when using technology?
	1. What is an instruction? 2. How do we follow a sequence of instructions? 3. Why is order important? 4. What happens when instructions go wrong? 5. How can we solve problems? 6. Can I create my own algorithm?	1. What is a mistake in an algorithm? 2. How can we spot mistakes? 3. What happens if we change the order? 4. How can we improve instructions? 5. Why do we test our ideas? 6. Can I debug a simple algorithm?	1. What is technology? 2. Where do we find technology? 3. How does technology help us? 4. What technology do we use at school? 5. What technology do we use at home? 6. How do we use technology safely?	1. What is information? 2. How can we sort objects? 3. How can we group things? 4. Why do we compare groups? 5. How can we answer questions? 6. Can I organise information?	1. What sounds can we hear? 2. How can we create sounds? 3. How can we make patterns? 4. How can we create pictures? 5. How can technology be creative? 6. Can I create my own media?	1. What makes technology useful? 2. What information is private? 3. Who can help us stay safe? 4. How should we behave online? 5. How can technology help us learn? 6. What have we learned about technology?

	Hardware: No device Software: Unplugged activities	Hardware: No device Software: Unplugged activities	Hardware: Any digital devices Software: Unplugged activities	Hardware: No device Software: Unplugged activities	Hardware: iPad Software: Sound & drawing apps	Hardware: Tablet or laptop
	Moving a Robot How can we use algorithms to control a robot?	Programming Animations How can we create an animation using programming?	Digital Writing How can computers help us create and edit writing?	Grouping Data How can we organise data to answer questions?	Technology Around Us How does information technology help us?	Digital Painting How can technology be used to create art?
Year 1	1. What is an algorithm? 2. How do robots follow instructions? 3. What happens if instructions are in the wrong order? 4. How can we predict what a robot will do? 5. How do we fix mistakes? 6. Can I create an algorithm for a robot? Hardware: Bee-Bot Software: Bee-Bot app	1. What is a sprite? 2. How can we make a sprite move? 3. How do we create a sequence? 4. How can we change a scene? 5. How can we improve an animation? 6. Can I create my own animation? Hardware: Laptop/ iPad Software: ScratchJr	1. How do we use a keyboard? 2. How do we add and remove text? 3. How can we change the appearance of text? 4. How can we edit text? 5. Why do we make changes? 6. Is a keyboard or pencil best? Hardware: Laptop Software: Microsoft Word / Google Docs	1. What is data? 2. How do we sort objects? 3. Why do we use labels? 4. How can we organise information? 5. How can data answer questions? 6. Can I create my own groups? Hardware: Laptop Software: Data grouping activity	1. What technology is in our classroom? 2. How do people use technology? 3. How does technology help us? 4. How do we use a keyboard? 5. How can we improve our skills? 6. How can we use technology responsibly? Hardware: Laptop	1. How can we paint using computers? 2. How can we draw using shapes and lines? 3. How do artists make choices? 4. Why do colours and styles matter? 5. How can I create my own artwork? 6. How does digital art compare with traditional art? Hardware: Laptop

					Software: Web Browser	Software: MS Paint / google Canvas
Year 2	Making Music How can computers help us create music?	Information Technology Around Us How does information technology improve our lives?	Scratch Jr How can we create computer programs?	Robot Algorithms How can algorithms help solve problems?	Digital Photography How can photographs be captured and improved?	Pictograms How can we present data to answer questions?
	1. What is digital music? 2. How are sounds created? 3. What patterns can we hear in music? 4. How can we organise sounds? 5. How can we create music? 6. How can we evaluate our music? Hardware: Laptop/ Chromebook Software: Chrome Music Lab	1. What is information technology? 2. How is IT used in school? 3. How is IT used in the wider world? 4. What are the benefits of IT? 5. How can we use IT safely? 6. How can IT be used in different ways? Hardware: Laptop/ Chromebook Software: Web Browser	1. What is a program? 2. How do we create code blocks? 3. How do we make objects move? 4. How can we predict outcomes? 5. How do we debug programs? 6. Can I create my own project? Hardware: iPad/Tablet Software: Scratch Jr	1. How do we give instructions? 2. Why does sequence matter? 3. How can we predict outcomes? 4. How do we create routes? 5. How do we design algorithms? 6. How do we debug programs? Hardware: Bee-Bot Software: Bee-Bot App	1. What devices take photographs? 2. How do we capture a good photograph? 3. What makes a photo effective? 4. How can we edit a photograph? 5. Can images always be trusted? 6. How can I create my own photo project? Hardware: iPad/Tablet Software: Camera App	1. How do we collect data? 2. How do we organise data? 3. How do we create a pictogram? 4. What is an attribute? 5. How can we compare information? 6. How can we present information clearly? Hardware: Laptop/ Chromebook Software: J2E

Year 3	Connecting Computers How do computers connect and communicate?	Sequence in Music How can we use programming to create music?	Events and Actions How do events control what happens in a program?	Branching Databases How can questions help us organise information?	Book Creator How can digital publishing help us communicate ideas?	Animation How can we create movement using digital technology?
	1. How does a digital device work? 2. What parts make up a digital device? 3. How do digital devices help us? 4. How are devices connected? 5. How are computers connected together? 6. What does our school network look like? Hardware: Laptop/Chromebook Software: Web Browser	1. What is Scratch? 2. How do we program sounds? 3. What is a sequence? 4. How do we organise code? 5. How can we improve a project? 6. Can I create my own digital instrument? Hardware: Laptop/Chromebook Software: Scratch	1. How do we move a sprite? 2. How do we create movement through a maze? 3. How do we draw using programming? 4. How can we add features? 5. How do we debug movement? 6. How can we create our own project? Hardware: Laptop/Chromebook Software: Scratch	1. What are yes/no questions? 2. How can we group objects? 3. How do we create a branching database? 4. How do we structure a branching database? 5. How do we plan an effective branching database? 6. How can databases help us identify objects? Hardware: Laptop/Chromebook Software: J2E Data	1. What makes an effective digital book? 2. How can text and images work together? 3. How can we improve page design? 4. How can multimedia improve communication? 5. How can we edit and refine our work? 6. How can we publish our work? Hardware: iPad/Laptop Software: Book Creator	1. Can a picture move? 2. How does frame-by-frame animation work? 3. What makes a good animated story? 4. How can we improve our animation? 5. How do we evaluate our animation? 6. Can I create a finished animation project? Hardware: iPad Software: iMotion

Year 4	Sequence in Music / Repetition in Shapes How can repetition improve programming?	Events and Actions / Repetition in Games How can programming create interactive experiences?	The Internet How is information created and shared online?	Animation / Photo Editing How can digital media be designed and improved?	Connecting Computers / Data Logging How do computers collect and share information?	Branching Databases / Audio Editing How can technology organise and communicate information?
	1. How do sequences control outcomes? 2. What is a pattern? 3. What is repetition? 4. How do loops work? 5. How can loops create shapes? 6. How can repetition make code more efficient? Hardware: Laptop / Chromebook Software: Scratch / Logo	1. How do events trigger actions? 2. How can games respond to user input? 3. How do loops improve games? 4. How can we modify existing code? 5. How do we debug programs? 6. How can we create our own game? Hardware: Laptop / Chromebook Software: Scratch	1. What makes effective digital content? 2. How can digital books communicate information? 3. What is the internet? 4. How are computers connected? 5. How is information shared online? 6. How can we use online information safely? Hardware: Laptop / Chromebook Software: Book Creator / Web Browser	1. How does animation create movement? 2. How can media tell a story? 3. How can we edit images? 4. How do colour and composition affect images? 5. How can images be combined? 6. How do we evaluate digital media? Hardware: iPad / Chromebook Software: iMotion / BeFunky	1. How are digital devices connected? 2. How do networks share information? 3. What is data? 4. How do sensors collect data? 5. How can data answer questions? 6. How do we analyse findings? Hardware: iPad / Chromebook Software: Web Browser / Arduino Science Journal	1. How do databases organise information? 2. How do yes/no questions help classification? 3. How is digital audio recorded? 4. How do we plan a podcast? 5. How do we combine audio tracks? 6. How do we evaluate digital content? Hardware: Laptop / iPad Software: J2E Data / Podcastle

Year 5	Systems & Searching / Communication & Collaboration How does information travel across the internet?	Vector Graphics / Spreadsheets How can digital tools help us represent information?	Video Editing / 3D Modelling How can digital tools help us create media and models?	Flat-File Databases / Web Page Creation How can information be organised and presented online?	Selection with Microbits / Variables in Games How do programs make decisions?	Selection in Quizzes / Microbits Get Active How can code interact with users and the real world?
	- How do search engines work? - How do systems communicate? - What are data packets? - How do people collaborate online? - How do we evaluate online information? - How can communication technology be used responsibly? Hardware: Laptop/ Chromebook Software: Web Browser	- What are vector graphics? - How do we create digital designs? - How are spreadsheets organised? - How do formulae work? - How can graphs present data? - How can data answer questions? Hardware: Laptop/ Chromebook Software: Google Drawings / Google Sheets	- How do we plan a video project? - How do we edit video effectively? - What is 3D modelling? - How do we manipulate 3D objects? - How do we design for a purpose? - How do we evaluate digital creations? Hardware: iPad & Laptop Software: iMovie / Tinkercad	- What is a database? - How do we search and sort data? - What makes a good website? - How should webpages be structured? - How does copyright affect web design? - How can we create an effective website? Hardware: Laptop/ Chromebook Software: J2E Data / Google Sites	- What is selection? - How do conditions control outcomes? - What are variables? - How do values change during a program? - How can variables improve games? - How can programming solve real-world problems? Hardware: Laptop & Micro:bit Software: MakeCode / Scratch	- How does a quiz use selection? - How can we create different outcomes? - How do Microbits collect information? - How can sensors be used? - How do we test and improve programs? - How can physical computing solve problems? Hardware: Laptop & Micro:bit Software: Scratch / MakeCode

Year 6

Communication & Collaboration

How do people communicate and collaborate online?

1. What are internet addresses?
2. How is information transferred?
3. How do people work together online?
4. How can shared workspaces help collaboration?
5. How do different communication methods compare?
6. How can we communicate responsibly?

Hardware:
Laptop/
Chromebook
Software: Web
Browser

Spreadsheets

How can spreadsheets help us analyse data?

1. How do we collect data?
2. How do we format spreadsheets?
3. What is a formula?
4. How do calculations work?
5. How can spreadsheets help us plan an event?
6. How can graphs present findings?

Hardware:
Laptop/
Chromebook
Software: Excel or
Google Sheets

Variables in Games

How do variables make games more effective?

1. What is a variable?
2. How can variables improve games?
3. How do we design a game?
4. How do we share and improve projects?
5. How do variables change outcomes?
6. How do we evaluate our game?

Hardware:
Laptop/
Chromebook
Software: Scratch

Microbits Get Active

How can physical computing solve real-world problems?

1. How are variables used in physical computing?
2. How does a step counter work?
3. How can random selection be programmed?
4. How do sensors collect information?
5. How can Microbits support healthy lifestyles?
6. How can we design a real-world solution?

Hardware: Laptop
& Micro:bit
Software:
MakeCode

3D Modelling

How can computers be used to create 3D models?

1. How do we work in a 3D space?
2. How can we modify 3D objects?
3. How do we create a name badge?
4. How do we create a useful object?
5. How do we plan a 3D model?
6. How do we create our own 3D design?

Hardware:
Laptop/
Chromebook
Software:
Tinkercad

Web Page Creation

What makes an effective website?

1. What makes a good website?
2. How should a webpage be laid out?
3. How does copyright affect websites?
4. How do webpages look to users?
5. How can we plan navigation?
6. How can we evaluate a website?

Hardware:
Laptop/
Chromebook
Software: Google
Sites

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