

Curriculum Objectives	Vocabulary				Links Across the Curriculum
<ul style="list-style-type: none"> Recognise common uses of information technology beyond school. 	Technology	Something that makes our daily lives easier	Human created	Something that is made/ designed by people	Safeguarding- using technology safely British Values—respecting other people and their resources/ equipment.

Lessons Sequence	Key Knowledge	Disciplinary Knowledge / Skills
<p>1. Where can I see technology inside and outside of school?</p>	<p>Children to learn the definition of technology (applying scientific knowledge for practical purposes- using what we know to benefit us with creating something to make our lives easier). Children to learn that there are many uses of technology inside (computer, whiteboard, iPads, telephone) and outside of school (escalators, lifts, cooker, tills etc). Children to learn that technology can be anything that is human created to make our lives easier.</p>	<p>Children can identify types of technology used inside and outside of school and are able to define the meaning of the word technology.</p>

Themes		Diversity in the Curriculum
Information Technology	Using technology purposefully to create digital content.	

Outcome	Character Traits	Stickability	WOW
Children to present to peers on the different types of technology.	Curious Respectful	Google form assessment Digital Leaders	Mixture of different technology -pictures and actual. Exploring the school and identifying technology around us.

Curriculum Objectives	Vocabulary				Links Across the Curriculum
<ul style="list-style-type: none"> Design and create digital content to accomplish goals. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. 	Virtual	Something that is near	Reality	Something that we experience as humans	Safeguarding- using technology safely British Values—respecting other people and their resources/ equipment.
	Emulation	Something that imitates something else			

Lessons Sequence	Key Knowledge	Disciplinary Knowledge / Skills
1. What is Virtual Reality?	Children to learn that Virtual Reality (VR) is a type of reality emulation that can be used to see virtual environments in full 360 degrees. Children to learn that due to the development of VR it is becoming increasingly more beneficial to help with learning, navigation, sport, exploration and more. Children to learn that VR can help people (through education, planning for buildings, entertainment etc). Children to learn about the importance of keeping safe when using VR (e.g. not going near balconies or stairs as this could cause you to get injured).	Children can explain what virtual reality is and why it can be beneficial.

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Outcome	Character Traits	Stickability	WOW
Children to create a fact file on Virtual Reality.	Curious Respectful	Google form assessment Digital Leaders	Children shown different types of VR examples on video.



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<ul style="list-style-type: none"> Design and create digital content to accomplish goals. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. 	Realism	Making sure something remains realistic and not fictional	Code Block	A set of code which is grouped together	Safeguarding- using technology safely British Values—respecting other people and their resources/ equipment.
	Animate	A 3D animation of something			

Lessons Sequence	Key Knowledge	Disciplinary Knowledge / Skills
1. How can I use Virtual Reality?	Children to learn how to add, move and resize objects in a virtual reality environment (using co-spaces). Children to learn to animate objects for realism and taught to use code blocks to add movement (with grouping) and interactions (conditions).	Children are able to create their own VR environment.

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Outcome	Character Traits	Stickability	WOW
Children to create a VR environment with multiple scenes using the skills they have learnt.	Curious Respectful	Google form assessment Digital Leaders	Children shown different types of VR examples on video.