

Dishforth C of E

Overview of Software & apps mapped to year groups

This is a **guide** to when specific apps or software, currently running in school, could be introduced to ensure that develop the skills they need so that as they move through school:

they are confidently able to select, use and combine a variety of software (including a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Programming	Bee Bots	Bee Bots	Pro Bots	Pro Bots			
	2Explore		Scratch Junior	Scratch	Scratch	Scratch	Scratch
	Simple City	2Go (simplifiedirection)	2GO (add turning)		FMS LOGO		
	Maths City						
Text/design		2Publish+	2Publish+	Word	Word	Word	Word
		2create a Story	2create a Story			(Optional Pages)	(Optional Pages)
			Adobe Voicebook creator	PowerPoint	Powerpoint	(Optional Key Note)	
Image/drawing	2Paint	2Paint a Picture	2 Paint a Picture	Paint			
	Drawing Pad	Drawing Pad					
Film/animation		2 Animate	2 Animate	1 Can Animate	1 can Animate	imovie	1 movie
Data	2Count	2Count					
		2Graph	2Question	2Investigate	2Investiagte	Excel	Excel
Sound/music	2Explore	2Play	2Sequence	2Synthesise	2 Compose	Garage Band	Garage Band
Cross Curricular	Puppet Pals HD	Puppet Pals HD	Book Creator				
			Bible Mania				