

Planning Guide: Digital Literacy Across the Curriculum

Digital Literacy by Purpose: A Quick Sort

A note

- This organiser can help get the planning conversation started. What technologies are being used across the school? How would you categorise according to the categories named in the blog? Use it as a helpful preliminary step to the rest of your planning.

Foundations <i>The essential digital skills, knowledge & tools To flourish in life, study & career</i>	Doorways <i>The invaluable digital skills, knowledge & tools to access a specific discipline</i>	Windows <i>The exciting digital skills, knowledge & tools to draw on or develop student passions & interests</i>

Planning Guide: Digital Literacy Across the Curriculum

Primary: Digital Tools Overview									
	Key Stage 0	Key Stage 1		Goal	Key Stage 2				Goal
	Reception	Year 1	Year 2	<i>By the end of Key Stage 1, students will</i>	Year 3	Year 4	Year 5	Year 6	<i>By the end of Key Stage 2, students will</i>
<i>Tools List</i> 1. 2. 3. 4. 5.									
<i>Notes</i>									

See [an example](#)

Planning Guide: Digital Literacy Across the Curriculum

Primary: Subject Connection										
	Key Stage 0	Key Stage 1		Goal	Key Stage 2				Goal	
	Reception	Year 1	Year 2	<i>By the end of Key Stage 1, students will</i>	Year 3	Year 4	Year 5	Year 6	<i>By the end of Key Stage 2, students will</i>	
<i>Subject</i>										
<i>Subject</i>										
<i>Subject</i>										
<i>Subject</i>										
<i>Notes</i>										

See [an example](#)

Planning Guide: Digital Literacy Across the Curriculum

Primary: Specific Tools									
	Key Stage 0	Key Stage 1		Goal	Key Stage 2				Goal
	Reception	Year 1	Year 2	<i>By the end of Key Stage 1, students will</i>	Year 3	Year 4	Year 5	Year 6	<i>By the end of Key Stage 2, students will</i>
<i>Specific Digital Tool</i>									

See [an example](#)

Planning Guide: Digital Literacy Across the Curriculum

Secondary: Digital Tools Overview										
	Key Stage 3			Goal	Key Stage 4		Goal	Key Stage 5		Goal
	Year 7	Year 8	Year 9	<i>By the end of Key Stage 3, students will</i>	Year 10	Year 11	<i>By the end of Key Stage 4, students will</i>	Year 12	Year 13	<i>By the end of Key Stage 5, students will</i>
<i>Tools List</i> 1. 2. 3. 4. 5.										
<i>Notes</i>										

See [an example](#)

Planning Guide: Digital Literacy Across the Curriculum

Secondary: Subject Connection												
	Key Stage 3			Goal	Key Stage 4		Goal	Key Stage 5		Goal		
	Year 7	Year 8	Year 9	<i>By the end of Key Stage 3, students will</i>	Year 10	Year 11	<i>By the end of Key Stage 4, students will</i>	Year 12	Year 13	<i>By the end of Key Stage 5, students will</i>		
<i>Subject</i>												
<i>Subject</i>												
<i>Subject</i>												
<i>Subject</i>												
<i>Notes</i>												

See [an example](#)

Planning Guide: Digital Literacy Across the Curriculum

Secondary: Digital Tools Overview										
	Key Stage 3			Goal	Key Stage 4		Goal	Key Stage 5		Goal
	Year 7	Year 8	Year 9	<i>By the end of Key Stage 3, students will</i>	Year 10	Year 11	<i>By the end of Key Stage 4, students will</i>	Year 12	Year 13	<i>By the end of Key Stage 5, students will</i>
<i>Specific Digital Tool</i>										
<i>Notes</i>										

See [an example](#)

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Worked Examples

A couple notes.

- Although these examples are for primary years, they could easily be applied to the secondary templates provided. These examples give a sense of how the template may be filled out.
- Some of the programs below are traditionally taught in ICT courses. While the bulk of explicit instruction may fit nicely into that course, students will also benefit from explicit reinforcement through application in other subjects. It also helps them see the value of those tools for learning. Further, this team effort can allow schools to go deeper with these digital skills than if they were only taught in ICT.

Primary: Digital Tools Overview		Key Stage 1		Goal	Key Stage 2				Goal
	Reception	Year 1	Year 2		Year 3	Year 4	Year 5	Year 6	
<i>Tools List</i> 1. Windows OS 2. Word 3. Excel 4. Powerpoint 5. Virtual Reality (VR)		✓	✓	<i>By the end of Key Stage 1, students will know how to log in to the Microsoft OS and open a program on the desktop.</i>	✓ ✓	✓ ✓	✓ ✓	✓ ✓ ✓ ✓	<i>By the end of Key Stage 2, students will be able to use basic Microsoft programs for academic tasks.</i>

Back to [template](#)

Planning Guide: Digital Literacy Across the Curriculum

Primary: Subject Connections		Key Stage 1		Goal	Key Stage 2				Goal	
	Reception	Year 1	Year 2	<i>By the end of Key Stage 1, students will know how to log in to the Microsoft OS and open a program on the desktop.</i>	Year 3	Year 4	Year 5	Year 6	<i>By the end of Key Stage 2, students will be able to use basic Microsoft programs for academic tasks.</i>	
<i>Reading</i>										
<i>Writing</i>					Word	Word	Word VR	Word Chrome		
<i>Maths</i>		Windows OS	Windows OS					Excel		
<i>Topic</i>		Windows OS	Windows OS			VR	Powerpoint Chrome	Powerpoint VR		
<i>Notes</i>	1. Bolded text indicates end of explicit instruction on digital tool at our school.									

Back to [template](#)

Planning Guide: Digital Literacy Across the Curriculum

Primary: Specific Tools		Key Stage 1		Goal	Key Stage 2				Goal
	Reception	Year 1	Year 2	N/A	Year 3	Year 4	Year 5	Year 6	<i>By the end of Key Stage 2, students will be able to navigate and create basic VR tours from self-produced 360° photos.</i>
<i>Virtual Reality (VR)</i>						Students will be able to to navigate a VR tour.	Students will be able to take a remote photo using a 360° camera and upload it to a computer.	Students will be able to build a 3 stop VR tour with a short recorded narration.	
<i>Notes</i>	1. Year 4 will experience Google Cardboard VR tours for history topic lessons throughout the year. 2. Year 5 will learn to use the 360° camera as a part of the "My Favorite Place" informational writing unit. 3. Year 6 will learn and use the Holobuilder tool during the "Local History" unit in Summer Term.								

Back to [template](#)