LTP – project evolve 2026-2027 (cycle B)

To make implementation seamless, every class across the school will focus on the same learning strands at the same time.

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
| | Self-Image & Identity | Online relationships | Online bullying | Online reputation | Privacy and security | Managing online information |
| | 7 weeks | 7 weeks | 3 days and 5 weeks | 4 weeks and 4 days | 7 weeks (- Mon) | 6 weeks |
| Why? | Establish digital identity, privacy and respectful behaviour. | Builds on their work on identity and how we interact with others online. | In-line with Safer Internet Day (9th Feb 2027). | Helps pupils to understand their digital footprint before creating and sharing more online. | Deals with passwords, personal information, scams and keeping accounts secure | Helps children to explore searching, fake news, reliability and critical thinking. |
| **Acorn Class** Year 1 | 2 objectives | 4 objectives | 1 objective | 2 objectives | 3 objectives | 3 objectives |
| **Hazel Class** Year 2 | 2 objectives | 7 objectives | 3 objectives | 3 objectives | 4 objectives | 5 objectives |
| **Maple Class** Year 4 | 3 objectives | 3 objectives | 3 objectives | 2 objectives | 4 objectives | 6 objectives |
| **Blossom Class** Year 5 | 2 objectives | 5 objectives | 6 objectives | 2 objectives | 3 objectives | 9 objectives |
| **Sequoia Class** Year 6 | 3 objectives | 4 objectives | 2 objectives | 2 objectives | 6 objectives | 11 objectives |
| Throughout the year – Health, wellbeing and lifestyle – Use these units if issues arise within your class (screen time, gaming and wellbeing) – Y1 – 1 objective, Y2 – 2 objectives, Year 4 – 2 objectives, Year 5 – 4 objectives, Y6 – 4 objectives. | | | | | | |
| Throughout the year – Copyright and ownership – Use these units in line with creating digital work. – Y1 – 4 objectives, Y2 – 2 objectives, Y4 – 2 objectives, Y5 – 2 objectives, Y6 2 objectives | | | | | | |