TEACHER PLANNING SUITE

Digital Skills

Junior Infants



Long-Term (Yearly) Plan

A whole-course overview of Digital Skills — Junior Infants, mapped by strand to the outcomes each lesson works toward, organised by topic, so you can take the topics in the order that suits your class.

30 lessons · 5 topics · ~17 hours of teaching

In this Teacher Planning Suite

- **Long-Term (Yearly) Plan** — the year mapped by strand & outcome
- Short-Term Plans by Topic — one planning grid per block of teaching
- Progression Coverage — which lessons build each progression statement
- Programme Progression — how the strands build, stage to stage

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Long-Term (Yearly) Plan

DIGITAL SKILLS — JUNIOR INFANTS · 30 LESSONS ACROSS 5 TOPICS

Le comhlánú ag an múinteoir / to be completed by the teacher

Múinteoir / Teacher: _____ Scoil / School: _____ Uimhir Rolla / Roll no.: _____

Rang / Class: Junior Infants Clár / Programme: Digital Skills Scoilbhliain / School year: 20____ / 20____

About this plan

Digital Skills is Coding Ireland's own programme. It is not one of the official primary curriculum subjects: there is no digital or ICT subject in the primary curriculum, so no specification sets out what must be taught, and the progression codes in this plan are our own.

That is why this plan is organised by topic rather than by week. The topics are a library to choose from, not an order to work through, so take them in whatever order suits your class, your devices and the rest of your year. Each page is one block of teaching, about a fortnight of a weekly slot, and the dates are left blank for you to fill in.

Class levels differ in length, so this course will not be the same size as the Digital Skills course in the room next door. The figures above are this course's own.

This is the planning layer. What to do in each lesson, the kit to have ready and where pupils go wrong, is in the Teacher Resource Book on the same course page.

This course at a glance

30 LESSONS **5** TOPICS **~17h** TEACHING TIME

Time allocation: ~17 hours of lessons across 5 topics. Taught in topic blocks when devices and time allow, rather than as a fixed weekly slot. Each class level carries a different volume. This course is 30 lessons of 30–45 minutes.

STRANDS Computational thinking | Programming | Robotics & physical computing

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