

## Computing Long Term Plan 2017-18

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	EYFS curriculum	EYFS curriculum	E-Safety/To connect	EYFS curriculum	EYFS curriculum	EYFS curriculum
	Introduction to	Using ipads and other	Internet Safety Day (7 <sup>th</sup>	Introduction of	Using digital cameras	Basic computing skills.
	technology	devices.	Feb)	Beebots	to take and delete	Logging on.
	Using espresso and				pictures. (Trip to	Laptop lessons (Year 6
	class computers	Objectives (40-60):	Objectives (ELG):	Objectives (ELG):	Hesketh Farm).	to support)
		To complete a simple	Children recognise that	Children recognise that	Basic computing	
	Objectives (40-60):	program on a	a range of technology is	a range of technology	skills. Logging on.	Objectives: (ELG+)
	To complete a simple	computer	used in places such as	is used in places such	Laptop lessons (Year	Children find out about
	program on a computer	Uses ICT hardware	homes and schools. They	as homes and schools.	6 to support)	and use a range of
	Uses ICT hardware to	to interact with age-	select and use	They select and use		everyday technology.
	interact with age-	appropriate computer	technology for a	technology for a	Objectives: (ELG+)	They select
	appropriate computer	software.	particular purpose.	particular purpose.	Children find out	appropriate
	software.				about and use a range	applications that
		Technology in	Technology in continuous	Technology in	of everyday	support an identified
	<u>Technology in</u>	continuous provision:	provision:	continuous provision:	technology. They	need - for example
	continuous provision:	Cameras, Touch	Cameras, Touch Screen	Cameras, Touch Screen	select appropriate	deciding how best to
	Cameras, Touch Screen	Screen Promethean	Promethean board,	Promethean board,	applications that	make a record of a
	Promethean board,	board, Computers in	Computers in classroom,	Computers in	support an identified	special event in their
	Computers in	classroom,	telephones, CD player,	classroom, telephones,	need - for example	lives.
	classroom, telephones,	telephones, CD	Fridge, Ipads, torches,	CD player, Fridge,	deciding how best to	
	CD player, Fridge,	player, Fridge, Ipads,	easi-phones.	Ipads, torches, easi-	make a record of a	Technology in
	Ipads, torches, easi-	torches, easi-phones.	·	phones.	special event in their	continuous provision:
	phones.	·			lives.	Cameras, Touch Screen
					Technology in	Promethean board,
					continuous provision:	Computers in
					Cameras, Touch	classroom, telephones,
					Screen Promethean	CD player, Fridge,
					board, Computers in	Ipads, torches, easi-
					classroom,	phones.
					telephones, CD	'

					player, Fridge, Ipads, torches, easi-phones.	
Year 1	To communicate Logging on and using textease (painting and labelling) Labelling pictures of ourselves (Literacy/topic link). Using shapes on textease (maths link)  Objective: To use a range of applications and devices in order to communicate ideas, work and messages.	To communicate Consolidation and extension on Autumn 1. Making christmas cards (literacy/topic link)  Objective: To use a range of applications and devices in order to communicate ideas, work and messages.	E-Safety/To connect Internet Safety Day (7 <sup>th</sup> Feb) (Literacy and PSHE links)  Objective: To understand online risks and the age rules for sites.	To communicate Using word (typing skills, saving, editing and retrieving) Writing about the UK. Researching about the UK (Literacy/topic link) Objective: To use a range of applications and devices in order to communicate ideas, work and messages.	To collect Data collecting (plants - tally charts?) (Science and Maths link)  Objective: To use simple databases to record information in areas across the curriculum.	To code Introduction of algorithms - Beebots. (maths positional language link) (Literacy instructions link)  Objectives: Specify user inputs such as clicks to control events. Specify the nature of events (such as a single event or a loop)
Year 2	To communicate Recap on Textease - design a Tudor house (Topic links) Build Microsoft word skills. Saving, finding and retrieving. Great fire of London website (topic links) Typing skills (literacy links) Objective: To use a range of applcations and devices in order to communicate ideas, work and messages.	To collect Data handling (textease) (Maths links to measure) Recording and creating simple graphs on the height of Alice (Literacy links)  Objective: To use simple databases to record information in areas across the curriculum.	E-Safety/To connect Internet Safety Day (7 <sup>th</sup> Feb) (literacy links)  Objective: To understand online risks and the age rules for sites.	To connect/To communicate Writing blogs on chicks (Topic and literacy link)  Objectives: To participate in class social media accounts.	To code  Bee-Bots (maths link - directional language)  Objectives: Control motion by specifying the number of steps to travel, direction and turn. Specify user inputs to control events Specify the nature of events (such as a loop)  Espresso coding. (literacy instructions) Objectives: Add text	Overview (check milestone 1 has been completed)

Year 3	. To communicate:	To communicate - To	E-Safety/To connect	To Code - scratch	strings, show and hide objects and change the features on an object Select sound and control when they are heard, their duration and volume. Control when drawings appear and set the pen colour, size and shape. Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?) To code - Building on	To Collect
	To use word, powerpoint, paint, textease (Literacy - George's Marvellous Medicine book cover design)  Objective: Use some of the advanced features of of applications and devices in oder to communicate ideas, work or messages professionally.	deepen knowledge of word, powerpoint and textease (Literacy, weather powerpoints topic) (Science links)  Objective: Use some of the advanced features of of applications and devices in oder to communicate ideas, work or messages professionally.	Emails - Children must log onto emails. Internet Safety Day (7 <sup>th</sup> Feb) (literacy links - logging on and using emails as a form of communication)  Objectives: Contribute to logs that are moderated by teachers. Give examples of the risks posed by online communicators. Understand the term 'copyright' Understand how online	Maths - inputting information Literacy links - instructional language  Objectives: Set appearances of object and create sequences and changes. Create and edit sounds. Control when tey are heard, their volume, duration and rests.	simple scratch skills. Milestone 2. Use pro-bots to draw shapes. (Maths links) (Literacy links)  Objectives: Control the shade of pens. Specify conditions to trigger events Use IF THEN conditions to control events or objects.	Data collection using textease and excel. (linked to statistics in maths)  Objective: Devise and construct databases using applications designed for this purpose in areas across the curriculum.

			services work.			
Year 4	To communicate  - Using publisher and word Literacy links - typing skills. Creating posters.	To collect Microsoft excel - creating graphs. Collecting data - maths and science links.	E-Safety/To connect Emails Internet Safety Day (7 <sup>th</sup> Feb) (Literacy links) Objectives: Contribute to blogs that	To code - Scratch - Milestone 2. Maths links Objectives: Use specified screen co-ordinates and	To communicate - animations using powerpoint. (literacy links - linking to stories being taught in literacy lessons)	Overview (Check milestone 2 has been completed)
	Objective: Use some of the advanced features of of applications and devices in oder to communicate ideas, work or messages professionally.	Objective: Devise and construct databases using applications designed for this purpose in areas across the curriculum.	are moderated by teachers. Understand the term 'copyright' Understand how online services work. Give examples of the risks posed online.	create sequences of change. Create conditions for actions by sensing proximity or by waiting for a user input. Use variables to store a value Use the functions define, set, change, show and hide to control the variables. Use the reporter operators.	Objective: Use some of the advanced features of of applications and devices in oder to communicate ideas, work or messages professionally. (Will also cover objectives in To code unit).	
Year 5	To connect: E-safety: Objectives: Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.	To collect Maths links Links with statistics work in maths - using excel and other data collection programs.  Objective: Select appropriate applications to devise, construct and	Internet Safety Day (7 <sup>th</sup> Feb)  Residential Literacy links To connect: Objective: Collaborate with others online on sites approved and moderated by teachers.	Circuit training PE Links To collect: Objective: Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional	To code: Scratch: Objectives:  Use a range of sensing tools to control events or actions.  Use lists to create a set of variables.  Use the Boolean	To Code: continue scratch program.

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	Understand the	manipulate data and		manner.	operators.	
	effect of online	present it in an	To code:	To code:	Use the Reporter	
	comments and show	effective and	Scratch:	Scratch:	operators.	
	responsibility and	professional manner.	Objectives:	Objectives:		
	sensitivity when		• Set IF conditions	<ul> <li>Upload sounds</li> </ul>		
	online.		for movements.	from a file and edit		
	<ul> <li>Understand how</li> </ul>		Specify types of	them. Add effects		
	simple networks		rotation giving the	such as fade in and		
	are set up and		number of degrees.	out and control		
	used.		Change the position	their		
			of objects between	implementations.		
			screen layers (send	• Combine the use of		
			to back, bring to	pens with		
			front).	movement to		
			• Use a range of	create interesting		
			sensing tools.	effects.		
			Use lists to create a	• Set events to		
			set of variables.	control other		
			<ul> <li>Use the Boolean</li> </ul>	events by		
			operators.	'broadcasting'		
			operarors.	information as a		
				trigger.		
				• Use IF THEN		
				ELSE conditions to		
				control events of		
				objects.		
Year 6	To communicate	To communicate	To collect/To connect	To code	To connect/ To code	To connect/ To code
	Work linked with	Literacy links	Objectives:	Objectives:	Objectives:	Objectives:
	Literacy topics.	Objectives:	Select appropriate	Change the position of	Set IF conditions for	Collaborate with
	Objectives:	Choose the most	applications to devise,	objects between	movements.	others online on
	Choose the most	suitable applications	construct and	screen layers (send to	Specify types of	sites approved and
	suitable applications	and devices for the	manipulate data and	back, bring to front).	rotation giving the	moderated by
	and devices for the	purposes of	present it in an	Sketch Up	number of degrees.	<i>teachers.</i> Residential
	purposes of	communication- E-	effective and		Scratch, design of	blog
	communication- E-	mail	professional manner.		арр	
	mail, using Microsoft			Combine the use of		Set IF conditions for
	Office to write up	Use many of the	Give examples of the	pens with movement to	Change the position	movements.

work and publish.
Learning Logs
Use many of the
advanced features in
order to create high
quality, professional o
efficient communicati
ns- E-mail, using
Microsoft Office to
write up work and
publish. Learning Logs.

advanced features in order to create high quality, professional efficient communicati ons- E-mail, using Microsoft Office to write up work and publish Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. **PowerPoint** presentations/ Learning Logs.

Change the position of objects between screen layers (send to back, bring to front).
E-mail, using Microsoft Office to write up work and publish

risks of online communities and demonstrate knowledge of how to minimise risk and report problems.

Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.

Understand the effect of online comments and show responsibility and sensitivity when online. Understand how simple networks are set up and used.

Internet Safety Day (7<sup>th</sup> Feb)

create interesting effects.
Sketch Up

Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.

Sketch up

of objects between screen layers (send to back, bring to front). Scratch, design of app

Combine the use of pens with movement to create interesting effects.
Scratch, design of app

Set events to control other events by 'broadcasting' information as a trigger.
Scratch, design of app

Use IF THEN ELSE conditions to control events or objects.
Scratch, design of app

Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.

Scratch, design of

Specify types of rotation giving the number of degrees.
Scratch, design of app

Change the position of objects between screen layers (send to back, bring to front).
Scratch, design of app

Combine the use of pens with movement to create interesting effects.

Scratch, design of app

Set events to control other events by 'broadcasting' information as a trigger.
Scratch, design of app

Use IF THEN ELSE conditions to control events or objects.
Scratch, design of app

Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.

		арр	Scratch, design of app
		Use lists to a	reate a Use lists to create a
		set of variab	les. set of variables.
		Scratch, des	gn of Scratch, design of app
		арр	
			Use the Boolean
		Use the Book	ean operators.
		operators.	Scratch, design of app
		Scratch, des	gn of
		арр	Use the Reporter
			operators.
		Use the Repo	•
		operators.	
		, Scratch, des	an of
		арр	