Cookridge Holy Trinity
Church of England (A) Primary School

Computing Long Term Plan 2017-18

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

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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 (7th 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 applcations 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 (7th 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)**

					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?)*	
Year 3	. To communicate: 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.*	To communicate – To 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.*	**E-Safety/To connect** Emails – Children must log onto emails. Internet Safety Day (7th 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*	To Code – scratch 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.*	**To code** – Building on 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.*	**To Collect** 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. *Objective: Use some of the advanced features of of applications and devices in oder to communicate ideas, work or messages professionally.*	**To collect** Microsoft excel – creating graphs. Collecting data – maths and science links. *Objective:* *Devise and construct databases using applications designed for this purpose in areas across the curriculum.*	**E-Safety/To connect** **Emails** Internet Safety Day (7th Feb) (Literacy links) *Objectives:* *Contribute to blogs that are moderated by teachers.* *Understand the term 'copyright'* *Understand how online services work.* *Give examples of the risks posed online.*	**To code – Scratch** - Milestone 2. Maths links *Objectives:* *Use specified screen co-ordinates and 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.*	**To communicate** – animations using powerpoint. **(literacy links – linking to stories being taught in literacy lessons)** *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).*	**Overview (Check milestone 2 has been completed)**
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 (7th 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.

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

	work and publish. Learning Logs *Use many of the advanced features in order to create high quality, professional or efficient communications-* E-mail, using Microsoft Office to write up work and publish. Learning Logs.	*advanced features in order to create high quality, professional or efficient communications-* 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 (7th 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.*

					app *Use lists to create a set of variables*. Scratch, design of app *Use the Boolean operators.* Scratch, design of app *Use the Reporter operators*. Scratch, design of app	Scratch, design of app *Use lists to create a set of variables.* Scratch, design of app *Use the Boolean operators*. Scratch, design of app *Use the Reporter operators*. Scratch, design of app