

Computing Curriculum - Long Term Plan 2018-19

	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
A U T U M N	<p>Basic keyboard skills – knowing the capital letters and main function keys.</p> <p>E-Safety – awareness, activities to assist how to be safe.</p>	<p>Communicating (including E-safety) Use the internet for learning, communicating with others and navigating sites. Investigate online safety through videos, activities and posters online.</p>	<p>Using the Internet (including E-safety) Investigate a range of scenarios and discuss safety. Locate specific information on websites.</p> <p>Algorithms and Programs (Part 1) Create avatars and enable actions to be in a loop. Recognise algorithm faults and debug.</p>	<p>Algorithms and Programs (Part 1) Create simple games.</p> <p>Data Retrieving and Organising Take, collect and, resize and edit images to use in leaflets, presentations, story boards.</p>	<p>Using the Internet (including E-safety)</p> <p>Data Retrieving and Organising Listen to podcasts, create voice overs, select ideas and specific speeches for a podcast.</p>	<p>Presentation- Find, copy and paste images. Understand how to format pictures. Know about manipulating text.</p> <p>Data Retrieving and Organising</p> <p>Designing, organising, filming and editing video clips for a presentation.</p>
S P R I N G	<p>Communication: Email -recognising, writing and responding</p> <p>Algorithms using Scratch Junior to write simple programs of their own.</p>	<p>Data Retrieving and Organising (including E-safety) To experiment with text, pictures and animation to make a simple leaflet.</p>	<p>Communicating (including E-safety) Sending emails with attachments.</p> <p>Presentation Create a presentation with text, images and sounds in.</p>	<p>Communicating (including E-safety) Investigate child friendly websites.</p> <p>Using the Internet (including E-safety) Using a number of tabs at the same time.</p>	<p>Communicating (including E-safety) Investigate different search engines and download documents.</p> <p>Algorithms and Programs (1) Change the programming to debug games. Create instructions for robots.</p>	<p>Communicating (including E-safety) Forums for children – read and contribute whilst following safety rules.</p>

<p>S U M M E R</p>	<p>Data Retrieving and Organising Use a camera/iPad to take photos then insert and edit them.</p> <p>Algorithms and programs 2 Create algorithms to program an avatar to move around a screen.</p>	<p>Algorithms and Programs Create a number of algorithms to have backgrounds, avatar movement, additional characters using different movements and speech bubbles.</p>	<p>Algorithms and Programs (Part 2) Explore programs with directional code involved.</p> <p>Data Retrieving and Organising Take photos and collect sounds/speech to insert into presentations.</p>	<p>Presentation Inserting text, images and sounds whilst using PPT features.</p> <p>Algorithms and Programs (Part 2) Create 3D games.</p>	<p>Presentation Build on Y4 work and include video extracts.</p> <p>Algorithms and Programs (Part 2) Sequential robot movement including degrees and turns.</p>	<p>Algorithms and Programs</p> <p>Debugging defective programs. Creating multi character programs, games and 3D games.</p>
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