



Long Term Plan for Computing 2019-2020



	Autumn	Spring	Summer
FS	<p style="text-align: center;"><u>Understanding the World</u></p> <p>Use computer programs (2Simple and 2Paint) to create a self portrait Use Splash to create a firework picture Use the fill tool to colour an owl Develop mouse skills by creating patterns Use drag and drop skills to create a calendar Logging on</p>	<p style="text-align: center;"><u>Understanding the World</u></p> <p>Use iPad and the computer (fill tool) to create penguin/Antarctic/bear pictures Keyboard skills – typing sentences about their picture Program Beebots Develop mouse skills Use the iPad to take a photograph Use 2paint Pattern and 2Paint Logging on</p>	<p style="text-align: center;"><u>Understanding the World</u></p> <p>Use iPad to take photographs and video clips Use computer software to draw a map, pet and 2D shapes Use iPads Use drag and drop to create a farm scene – type own labels Use computer software to draw an animal and its young Create a poster with text Logging on</p>
Year 1	<p style="text-align: center;">Information Technology</p> <p>Basic skills – keys, saving, logging on, store, retrieve, dragging, using a mouse, editing</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Using information technology safely and respectfully – Espresso Module – Online Safety- 'Computers Everywhere'</p>	<p style="text-align: center;">Computer Science</p> <p>Unit 1A – On the move – Espresso Coding</p> <p style="text-align: center;">Information Technology</p> <p>Digital media (art) - Use 2Paint/Paint purposely to create digital animals using texture, lines, tints/shades and shapes</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Safer Internet Day Online safety unit</p>	<p style="text-align: center;">Computer Science</p> <p>Unit 1B – Simple Inputs</p> <p style="text-align: center;">Information Technology</p> <p>Learn to find, save and retrieve digital information about seascapes 2simple</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>I know that I need to keep personal information private when using technology, such as my name, address and school. Espresso Module – Online Safety – 'Private or Not?'</p>
Year 2	<p style="text-align: center;">Computer Science</p> <p>Espresso Coding 2.0 Refresher level 1 Give and follow algorithms</p> <p style="text-align: center;">Information Technology</p> <p>2paint/microsoft paint to create and store a picture</p> <p>Digital media (art) – create texture, lines, tints/shades and shapes through Pixel Pointillism, Mondrian, Monet</p> <p style="text-align: center;">Digital Literacy and E-Safety</p>	<p style="text-align: center;">Computer Science</p> <p>Espresso Coding 2.0 Unit 2 – Different sorts of input – Algorithms using Turtle Logo and Scratch</p> <p style="text-align: center;">Information Technology</p> <p>Retrieve and manipulate content by making a powerpoint of Fire of London</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Safer Internet Day Safe use of the internet</p>	<p style="text-align: center;">Computer Science</p> <p>Espresso Coding 2.0 Unit 2 – Buttons and instructions –</p> <p style="text-align: center;">Information Technology</p> <p>Use search engines to research, create, organise and store</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Use 2email</p>
Year 3	<p style="text-align: center;">Computer Science</p> <p>Espresso Coding Starter Unit Unit 3a – Sequence and animation</p> <p style="text-align: center;">Information Technology</p> <p>Research using internet services and combine information to present on Brazil</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Selective when using digital content</p>	<p style="text-align: center;">Computer Science</p> <p>Scratch – to develop algorithms in different ways</p> <p style="text-align: center;">Information Technology</p> <p>Use powerpoint to design and create a presentation on the Stone Age</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Safer Internet Day Beginning to recognize acceptable / unacceptable behaviour and content</p>	<p style="text-align: center;">Computer Science</p> <p>Espresso Coding Unit 3b – Conditional events (selection)</p> <p style="text-align: center;">Information Technology</p> <p>Digital Media (art) - create own moving image films/animations using I pads</p> <p style="text-align: center;">Digital Literacy and E-Safety</p> <p>Use technology responsibly</p>

		Understand the opportunities computer networks offer for communication	Beginning to appreciate how search results are selected Understand how computer networks can provide multiple services, such as the world wide web
Year 4	<p>Computer Science Espresso Coding Starter Unit Unit 4a – Introduction to variables Unit 4b – Repetition and loops Design and de-bug programs that accomplish specific goals</p> <p>Digital Literacy and E-Safety Using online dictionary, thesaurus, activity which discusses plagiarism</p>	<p>Information Technology Publisher - manipulate images and text Excel - collecting, analysing, evaluating and presenting data and information Digital Media (art) - use video editing software Digital Literacy and E-Safety Safer Internet Day Discussing comments on social media</p>	<p>Information Technology To use internet services to research and powerpoint – report on discovery of Tutankhamun Word – response to job advert Use 2Question to create a branching diagram to sort</p> <p>Digital Literacy and E-Safety Understanding and using search engines</p>
Resources	<p>Computer Science Espresso Coding Scratch</p> <p>Beebots Roamer</p>	<p>2simple 2Paint 2Question 2Create a story</p> <p>Word Powerpoint Publisher Microsoft Paint</p>	<p>Digital Literacy/E-Safety Espresso Twinkl Digital cameras Ipads</p>

Block coding

HTML

Python

Teacher's Coding Camp


PD options

Lessons

Challenge zone

Free code

Lesson plans & resources

1	Refresher (level 1) An overview or recap of the main concepts covered so far.	 Unit 1a On the move	 Unit 1b Simple inputs
		 Different sorts of inputs <small>Learn that programs respond to different sorts of inputs, and that the keyboard can be used to control objects on screen, not just by clicking them directly.</small> Student guide	 Buttons and instructions <small>Learn that one object can be used to control another object, e.g. writing code so clicking a button gives an instruction to make a lorry move.</small> Student guide
2		 Unit 2a Different sorts of input	 Unit 2b Buttons and instructions
3	<i>Year 3 Starter Unit</i> 	 Unit 3a Sequence and animation	 Unit 3b Conditional events (Selection)
4	<i>Year 4 Starter Unit</i> 	 Unit 4a Introduction to variables	 Unit 4b Repetition and loops
5	<i>Year 5 Starter Unit</i> 	 Unit 5a Speed, direction and coordinates	 Unit 5b Random numbers & simulations



My school's apps



Edit



Gallery

Coding 2.0



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