



Farne Primary School Long Term Planning  
Whole School Curriculum Map

Subject Area: Computing and Programming

Term	Autumn Term		Spring Term		Summer Term	
Yr Group	1		1	2	1	2
1	Basic programming. Children understand what algorithms are; they use logical reasoning to predict the behaviour of simple programs; use technology purposefully to create, organise, store, manipulate and retrieve digital content.		Children use technology purposefully to create, organise, store, manipulate and retrieve digital content; recognise common uses of information technology beyond school.		Children learn how to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	
Resources						
2	Basic programming. Children understand what algorithms are; use logical reasoning to predict the behaviour of simple programs; use technology purposefully to create, organise, store, manipulate and retrieve digital content.		<b>Stop frame animation.</b> Pupils use technology to create, organise, store, manipulate and retrieve digital content; they recognise common uses of information technology beyond school.		<b>Scratch</b> - introduction to computer programming. Children use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	
Resources						
3	Pupils gather information for topic work from a variety of sources e.g. specific websites and using search engines. They enter and store information in a variety of forms (e.g. word, database, pictures) and retrieve information that has already been stored. The children will word process documents, using font, size, colour and picture insert to create their own style. The children will produce their own recount of a castle visit and a non-fiction, information booklet about 'Castles'. They will make PowerPoint presentations on 'Castle Facts'.		The children will write their own 'Adventure Story', using font, size, colour and picture insert to create style. Children use ICT for data handling, tally charts, frequencies and graphs relating to the 'Big Garden Bird watch.' <b>'Scratch'</b> The children will learn how to animate characters using scratch programming in collaboration with Mr. McDonald.		Children will re-write 'myths', based around oceans and seas, using font, size, colour and picture insert to create style. They will produce an information booklet about creatures of the sea.	
Resources						
4	<b>Scratch</b> programming, learning how to create a bat and ball game.	Using crumble to programme a series of flashing lights	Pupils learn to use technology safely, respectfully and responsibly. Pupils use green screen and augmented reality apps to bring books to life.		Pupils use search technologies effectively, to research information on rainforests. Children use PowerPoint to present their work and show rest of class. Write persuasive letter in literacy. Data handling graphs.	
Resources						

5	Pupils use search technologies effectively, to research information on The Tudors. Children read QR codes with iPads	<b>Scratch</b> programming - debugging and using programming to create a bat cave game. Pupils use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Green Screen App on iPad	<b>Sphero</b> - Pupils learn to design, write and debug programs that accomplish specific goals - controlling a sphero (drone technology)	Pupils learn to use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour. Pupils use green screen and augmented reality apps to bring books to life.	Explain Everything App on iPad Film App	Book Creator App on iPad
<b>Resources</b>			Sphero software/app	ipads	ipads	ipads
6	Children use search technologies effectively, to research information on rivers for geography and on famous historical figures animals from around the world for literacy. Children use powerpoint to present their work.	<b>Scratch</b> - Children create a fish-eating shark game. Pupils learn to use sequence, selection, and repetition in programs; work with variables and various forms of input and output. They use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Pupils use search technologies effectively, to research information on the Ancient Egyptians. Children use publisher to present newspaper reports.	Pupils learn to use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour. Pupils use green screen and augmented reality apps to bring books to life.	Children use ipads to create e-books on Bible stories or other information books from cross-curricular work.	<b>Sphero</b> - Pupils learn to design, write and debug programs that accomplish specific goals - controlling a sphero. (drone technology) Children use publisher to create programmes for an end of term assembly.
<b>Resources</b>				ipads	ipads	Sphero software/app