Computing Curriculum Planner: Year 1/2 Maigold

Autumn	Spring	Summer
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am kind and responsible** Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am safe** Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards **I am healthy** Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.
TIOL 1 - CORE Year 1 Discovering My Technology 2 sessions • Play I Spy of technology • Work in groups to search out technology around the school and discuss purposes • Search for technology at home • Discuss who uses technology and why • Play I Spy of technology at home	Programming 3 – CHOICE Year 1 My Moves on screen with 2Go or JIT 4 sessions Use 2Go/JIT program to move car around village • Link back to Bee-Bot town activity • Challenge with turning level of 2Go • Draw house with 2Go/JIT	Handling Data 1 – CORE Year 2 Sorting My Birds 5 sessions • Investigate and sort bird pictures • Talk about types of data and how it can be collected • Make a decision tree • Generate questions
Multimedia 1 – CORE Use purple mash to link to topic • Use online activity to add text to an image • Record an image; upload it to a computer / check it is on camera roll of tablet • Use software or app to label photo • Create an interactive story • Present work to peers	Programming 4 – CHOICE Year 2 Making My Moves with Scratch Jr 4 sessions • Use blue programming blocks to make cat move • Use trigger blocks to start a sequence • Investigate speed block and	**Open Ended Challenge** Identify an appropriate challenge to allow children to • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing

Basic Skills
(to support my learning across the curriculum)

- Use passcode on a tablet and log in on laptop/PC.
- Use home button on a tablet.
- Develop coordination and motor skills in operation a mouse or roller pad on a laptop or PC.
- Open a document or other file on a laptop/PC.
- Open appropriate App or Home screen link on a tablet.
- Take a photo and open camera roll on a tablet.
- Follow a hyperlinked image to a website using a laptop or PC.
- Follow links to find information
- Use keyboard to find the letters of your name or basic spellings. (Encourage use of left and right hands.)
- Use uppercase key for a capital letter.
- Use space bar between words.

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