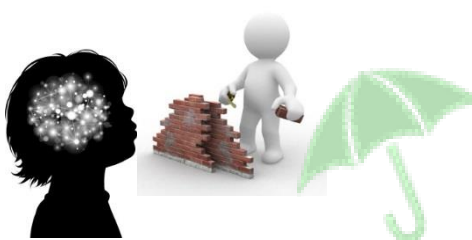


Computing Curriculum Planner: Year 1/2 Maigold

Autumn	Spring	Summer	
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am kind and responsible</p> <p>Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am safe</p> <p>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.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am healthy</p> <p>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.</p>	
<p>TIOL 1 - CORE</p> <p>Year 1 Discovering My Technology 2 sessions</p> <ul style="list-style-type: none"> • 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 	<p>Programming 3 – CHOICE</p> <p>Year 1 My Moves on screen with 2Go or JIT 4 sessions Use 2Go/JIT program to move car around village</p> <ul style="list-style-type: none"> • Link back to Bee-Bot town activity • Challenge with turning level of 2Go • Draw house with 2Go/JIT 	<p>Handling Data 1 – CORE</p> <p>Year 2 Sorting My Birds 5 sessions</p> <ul style="list-style-type: none"> • Investigate and sort bird pictures • Talk about types of data and how it can be collected • Make a decision tree • Generate questions 	<p>Basic Skills (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> • 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.
<p>Multimedia 1 – CORE</p> <p>Use purple mash to link to topic</p> <ul style="list-style-type: none"> • 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 	<p>Programming 4 – CHOICE</p> <p>Year 2 Making My Moves with Scratch Jr 4 sessions</p> <ul style="list-style-type: none"> • Use blue programming blocks to make cat move • Use trigger blocks to start a sequence • Investigate speed block and 	<p>Open Ended Challenge</p> <p><u>Identify an appropriate challenge</u> to allow children to</p> <ul style="list-style-type: none"> • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing 	