


Computing Curriculum Planner: Gala - Year 2 /3

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 2 Technology in My Life</p> <p>2 sessions</p> <ul style="list-style-type: none"> • Think about technology • Present the technology as a day timeline • Talk about the benefits of using technology • Look at a map of a town and talk about the different technologies that are used <p>Programming 1 - CORE</p> <p>Year 3 Making My Program in Scratch 6 sessions</p> <ul style="list-style-type: none"> • Explore sprites • Make things happen with individual blocks • Create sequences • Think through algorithm and program a dance • Consider algorithm and program a knock knock joke • Create animated story 	<p>TIOL 2 – CORE</p> <p>Year 2 Do I Trust My Internet Search? 2/3 sessions</p> <ul style="list-style-type: none"> • Think about 'What is the internet?' • Look at the validity of Tomato Spider website • Consider where the information on school website comes from • Make own creature and information on a 'website' <p>Multimedia 1 – CORE</p> <p>Year 2 Present My Information 4+1 sessions</p> <ul style="list-style-type: none"> • Explore ways in which we can present information • Present information we have researched • Develop key board skills • Share the information with others using a class blog, school website, etc 	<p>Handling Data 1 – CORE</p> <p>Year 3 Showing My Device Time 3 sessions</p> <ul style="list-style-type: none"> • Collect and show data on time spent playing games with 2Simple 2Graph or Easychart <p>Handling Data 4 – Choice</p> <p>Year 2 My Branch Sorting Investigation</p> <p>2 sessions</p> <ul style="list-style-type: none"> • Collect and sort objects, images or numbers • Compose questions with yes and no answers • Use a branching database <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 	<p>Basic Skills (to support my learning across the curriculum)</p> <ul style="list-style-type: none"> • Use personal log in for online resources • Open Apps and software • Save and Open files and images • Insert images within apps and software • Use simple children's search engine eg Kiddle • Use keyboard to enter text (index fingers left and right hand) • Know when and how to use the RETURN/ENTER key. • Use SHIFT and CAPS LOCK to enter capital letters • Use DELETE and BACKSPACE buttons to correct text