

ST. STEPHEN'S CATHOLIC



PRIMARY SCHOOL

Computing Curriculum Long Term Plan



Autumn Term

	<i>EYFS</i>	<i>Year 1</i>	<i>Year 2</i>	<i>Year 3</i>	<i>Year 4</i>	<i>Year 5</i>	<i>Year 6</i>
	<p><u>Technology & Me:</u></p> <p>This unit helps children to make sense of and explore the technology around them. The children will get to experience a range of technology/ equipment, including digital cameras, iPads, video cameras, microscopes and sound recorders</p> <p><u>(Digital Literacy)</u></p>	<p><u>Modern Tales:</u></p> <p>Using the vehicle of the children’s stories, the children will learn to navigate the rules of online safety and communication. The children will make animations based on an online situation they may encounter.</p> <p><u>(Digital Literacy)</u></p>	<p><u>Online Buddies:</u></p> <p>This activity will explore what friendship means online. The children will learn about the do’s and don’ts of communicating over the internet.</p> <p><u>(Digital Literacy)</u></p>	<p><u>Online Detectives:</u></p> <p>This activity is designed to support children in mastering the art of advanced internet searching. They will learn new tricks to improve their searches while they try to solve puzzles and challenges.</p> <p><u>(Digital Literacy)</u></p>	<p><u>Fake or Real?</u></p> <p>Fake news is a serious concern and in this activity children will learn how they can sort the truth from the lies. Making videos to show what they have found out.</p> <p><u>(Digital Literacy)</u></p>	<p><u>YouTuber:</u></p> <p>Every child wants to be a “YouTuber”. In this activity children will learn about what that means, the positives and negatives, safety tips and they will create their own video blog (vlog).</p> <p><u>(Digital Literacy)</u></p>	<p><u>Online Safety Dilemmas:</u></p> <p>In this activity the children will become online safety ambassadors. They will be given modern day dilemmas. Dilemmas that children face everyday online and asked to produce a series of “what to do” videos to explain how to cope online.</p> <p><u>(Digital Literacy)</u></p>
	<p><u>Pretty Pictures:</u></p> <p>In this unit children will learn how to take photos, record video and record audio. These are important skills that will enable them to document their own learning and ideas.</p> <p><u>(Byte Size)</u></p>	<p><u>Animate with Shapes:</u></p> <p>Children will learn the basic skills of stop frame animation and produce a simple animated movie.</p> <p><u>(Byte Size)</u></p>	<p><u>Heads Up!:</u></p> <p>The children play a computing focused game of charades and then create their own version.</p> <p><u>(Byte Size)</u></p>	<p><u>Keyboard Adventures:</u></p> <p>In this activity the children will master the art of using a keyboard and short cuts with a series of fun activities.</p> <p><u>(Byte Size)</u></p>	<p><u>Wizard School:</u></p> <p>The children will undertake a series of creative challenges based around the Harry Potter books.</p> <p><u>(Byte Size)</u></p>	<p><u>Video Game Music Composer:</u></p> <p>The children will learn about audio recording and will write and record their own songs. The class can combine these into a class album.</p> <p><u>(Byte Size)</u></p>	<p><u>Maths: Solve IT Club:</u></p> <p>Children will produce their own digital guide to being a maths genius. Making videos and animations showing how to solve various maths problems.</p> <p><u>(Byte Size)</u></p>

Spring Term

	<u>EYFS</u>	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
	<p><u>Animal Safari:</u></p> <p>This unit helps children use iPads/tablets independently to collect and record information. The children will learn about opening apps, scanning QR codes, taking photos and recording information in a tally chart. Includes a range of continuous provision activities.</p> <p><u>(Information Technology)</u></p>	<p><u>Mini-Beasts:</u></p> <p>Children will use technology to classify minibeasts. In this activity the children will learn about gathering and presenting information. They will then make their own David Attenborough style nature documentary. Includes a range of continuous provision activities.</p> <p><u>(Information Technology)</u></p>	<p><u>Story Land:</u></p> <p>The children take the role of authors to write the sequel to popular children's stories. They then create illustrations for their story and record them self reading it in order to create an audiobook to publish online.</p> <p><u>(Information Technology)</u></p>	<p><u>Rainforests:</u></p> <p>The children will explore rainforests through new Virtual Reality (VR) apps. They will also create their own interactive learning games for younger children to play</p> <p><u>(Information Technology)</u></p>	<p><u>Dinosaurs:</u></p> <p>In this activity the children will make their own summer blockbuster. They will learn all about filming techniques and storytelling skills.</p> <p><u>(Information Technology)</u></p>	<p><u>Making AR Games:</u></p> <p>In this activity the children will be introduced to the world of Augmented Reality (AR). They will then be set the task of designing and creating game that uses AR.</p> <p><u>(Information Technology)</u></p>	<p><u>Crossy Roads:</u></p> <p>The children will create their own version of the popular app Crossy Roads using visual coding.</p> <p><u>(Information Technology)</u></p>
	<p><u>Robots:</u></p> <p>This unit gives children their first taste of computing (computational thinking and coding). The children will learn new skills and practice giving instructions to complete tasks. Includes a range of continuous provision activities.</p> <p><u>(Computer Science)</u></p>	<p><u>What is a Computer?:</u></p> <p>In this unit children will learn about the different parts of a computer and iPad. They will learn new skills. The children will be able to see the inner working of a computer and build their own. Includes a range of continuous provision activities.</p> <p><u>(Computer Science)</u></p>	<p><u>Code a Story:</u></p> <p>The children will write a basic story with illustrations. They will then turn this into an animated story using visual coding. The activity will introduce new concepts such as conditional language, repeat loops and debugging.</p> <p><u>(Computer Science)</u></p>	<p><u>Dancing Robot:</u></p> <p>The children will use some of Scratch Jr's more advanced coding blocks to create their own interactive dancing robot game. The children will learn the important skills of critical thinking, problem solving and debugging.</p> <p><u>(Computer Science)</u></p>	<p><u>Hour of Code:</u></p> <p>The class will sign up for Hour of Code and work through various challenges. The class can also choose to take part in global coding events.</p> <p><u>(Computer Science)</u></p>	<p><u>Girls v Boys:</u></p> <p>STEAM Challenges: This activity will pit the girls against the boys in a series of creative STEM challenges. They will tackle code, maths, art, DT and lots of problem solving.</p> <p><u>(Computer Science)</u></p>	<p><u>VR Worlds:</u></p> <p>The class will explore Virtual Reality (VR) and how it can be used in the classroom. The children will also build their own VR world.</p> <p><u>(Computer Science)</u></p>

Summer Term

	<i>EYFS</i>	<i>Year 1</i>	<i>Year 2</i>	<i>Year 3</i>	<i>Year 4</i>	<i>Year 5</i>	<i>Year 6</i>
	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>	<p><u>My Online Life:</u></p> <p>This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.</p> <p><u>(Digital Literacy)</u></p>
	<p><u>Beats & Rhythms:</u></p> <p>The children will use simple sound recording apps and music creation apps to make their own musical loops. Bags of fun for little DJs.</p> <p><u>(Byte Size)</u></p>	<p><u>Drawing Maths:</u></p> <p>This activity blends art and maths. The children will master an art app while exploring shape, numbers and problem solving.</p> <p><u>(Byte Size)</u></p>	<p><u>Maths Madness:</u></p> <p>The children take part in a maths scavenger hunt and then create their own version by creating QR codes and maths videos.</p> <p><u>(Byte Size)</u></p>	<p><u>T-Shirt Designer:</u></p> <p>The children will become illustrators and design their own t-shirts.</p> <p><u>(Byte Size)</u></p>	<p><u>Minecraft Challenges:</u></p> <p>Who is the best at building. The children take part in a series of maths/Minecraft challenges.</p> <p><u>(Byte Size)</u></p>	<p><u>News Reporter & Podcaster:</u></p> <p>Children will produce their own podcasts to publish online.</p> <p><u>(Byte Size)</u></p>	<p><u>Quiz Show Host:</u></p> <p>The children will create quizzes using a variety of apps.</p> <p><u>(Byte Size)</u></p>

