

Long Term Plan - Computing



Year Group	National Curriculum: https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239033/PRIMARY_national_curriculum_-_Computing.pdf		
3	Logo + Scratch Jr Project		
LKS2	Prior Knowledge and Key Vocabulary (<i>Giles Infants focus</i>)		
	To create and debug simple programs Understand what algorithms are Recognise common uses of information technology Use reasoning to predict the behaviour of simple programs Use technology safely and respectfully Year 2 Vocabulary: Online, Email, Debug, Predict, Algorithm, Sequence, Documents, Communicate, Animation, Website content, Graphs, Charts, Save, Data		
	What the Children now need to know and key vocabulary		
	Understand what a Sprite is Understand logical reasoning to predict the behaviour of simple programs How to resize a Sprite How to debug a program How to code Sprites to move How record a sound How to create a simple program to play a sound Year 3 Vocabulary: Sprite, Program, Algorithm, Repeat, Record, Background, Resize		
	Recommended reads, websites and Trip suggestions for Teachers and Parents		
	Suggested CPD: https://teachcomputing.org/courses/CP004/introduction-to-primary-computing-face-to-face	Recommended Websites https://turtleacademy.com/lessons/1 https://www.scratchjr.org/	Recommended Trips: Fuze Coding and Games Workshop

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			'Coding Workshop for KS1-2' with Dronedays
Year Group	National Curriculum: https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239033/PRIMARY_national_curriculum_-_Computing.pdf		
4	<u>Repetition in Games Project</u>		
LKS2	Prior Knowledge and Key Vocabulary (Year 3 focus)		
	Understand what a Sprite is Understand logical reasoning to predict the behaviour of simple programs How to resize a Sprite How to debug a program How to code Sprites to move How record a sound How to create a simple program to play a sound Year 3 Vocabulary: Sprite, Program, Algorithm, Repeat, Record, Background, Resize		
	What the Children now need to know and key vocabulary		
	Predict the outcome of a snippet of code Modify a snippet of code to create a given outcome Modify loops to produce a given outcome Choose when to use a count-controlled and an forever loop Explain what the outcome of a repeated action should be Evaluate the effectiveness of repeated sequences How to create a game that requires conditional statements How to use conditional statements in text-based coding Year 4 Vocabulary: Repetition, Snippet, Conditional, Loop, Sequence, Run, Modify, Forever, Command		
	Recommended reads, websites and Trip suggestions for Teachers and Parents		
	<u>Suggested CPD:</u>	<u>Recommended Websites</u> https://scratch.mit.edu/	<u>Recommended Trips:</u>

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	https://teachcomputing.org/courses/CO232/introduction-to-programming-with-scratch	https://www.create-learn.us/scratch-coding	'Maths, Computing & Coding' with Freshwater Theatre Company
Year Group	National Curriculum: https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239018/PRIMARY_national_curriculum_-_Art_and_design.pdf		
5	Scratch 3.2 Project		
UKS2			
	Prior Knowledge and Key Vocabulary (Year 4 focus)		
	Predict the outcome of a snippet of code Modify a snippet of code to create a given outcome Modify loops to produce a given outcome Choose when to use a count-controlled and an infinite loop Explain what the outcome of a repeated action should be Evaluate the effectiveness of repeated sequences How to create a game that requires conditional statements How to use conditional statements in text-based coding Year 4 Vocabulary: Repetition, Snippet, Conditional, Loop, Sequence, Run, Sprite, Program, Command		
	What the Children now need to know and key vocabulary		
	Understand some of the names of the different component parts of the Scratch interface How to produce a simple algorithm using Scratch that will draw shapes How to change the stage background How to use conditional statements How to create Sprites and costumes How to import music and sounds How to use coordinates when coding How to use sense statements Year 5 Vocabulary: Backdrop, Costume, Categories, Looks, Events, Control, Motion, Duplicate		
	Recommended reads, websites and Trip suggestions for Teachers and Parents		

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	Suggested CPD: https://teachcomputing.org/courses/CO232/introduction-to-programming-with-scratch	Recommended Websites https://scratch.mit.edu/ Scratch Programming: A Complete Guide to Scratch Coding for Kids - BrightChamps Blog	Recommended Trips: 'Robotics Workshop' with Blocky Bots
Year Group	National Curriculum: https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239018/PRIMARY_national_curriculum_-_Art_and_design.pdf		
6	<u>Variables in Games Project</u>		
UKS2	Prior Knowledge and Key Vocabulary (Year 5 focus)		
	Understand some of the names of the different component parts of the Scratch interface How to produce a simple algorithm using Scratch that will draw shapes How to change the stage background How to use conditional statements How to create Sprites and costumes How to import music and sounds How to use coordinates when coding How to use sense statements Year 5 Vocabulary: Backdrop, Costume, Categories, Looks, Events, Control, Motion, Duplicate		
	What the Children now need to know and key vocabulary		
	Explain that the way a variable changes can be defined Identify that variables can hold numbers or letters Recognise that the value of a variable can be changed Create algorithms for a project Recognise that the value of a variable can be used by a program Choose a name that identifies the role of a variable Use variables to extend a game Year 6 Vocabulary: Variable, Program, Value, Placeholder, Memory, Algorithm, Code, Conditional, Evaluate		
	Recommended reads, websites and Trip suggestions for Teachers and Parents		

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	<u>Suggested CPD:</u> • Primary programming and algorithms - face to face - Teach Computing	<u>Recommended Websites</u> https://scratch.mit.edu/ https://projects.raspberrypi.org/en/projects/getting-started-scratch	<u>Recommended Trips:</u> 'Computing with the BBC MICRO:BIT' with Tablet Academy
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