

Subject Plan for Computing

Cycle A:2020/2021

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class 1	-Mouse control - Technology to create music, using headphones	-Typing basics - Technology to create art (paint/Purple Mash) -E-safety: basics	-Practical debugging	-Instructions and memory games - Mouse control -E-safety: handling IT equipment	-Introduction to Word (typing name, capital letters, full stops, space bar)	-Typing skills: Purple Mash, key recognition -E-safety: keeping personal information private, sharing concerns
Class 2	-Basics of typing Purple Mash -Sharing concerns with an adult	- Word: building typing skills, adding and formatting pictures. Saving files - Finding previously saved files	-Understanding what a simple algorithm is -Beebots: creating algorithms to follow instructions -Purple Mash 2Go -Understanding LOGO language -Debugging	- Pivot stick animator - Understand web icons and what they mean -Understand layout of a webpage	-Make an object move using algorithms -Purple Mash: Logo -Introduction to Scratch - Basics of typing	-Mind mapping - use Purple Mash, 2connect - Online safety
Class 3	-Housekeeping of files: saving files/finding previous work - Word: adding pictures and captions and copying and	-Recap of algorithms. Debugging. Flowcharts to show the algorithm process - Navigating sprite through a maze	-Branching databases through Purple Mash using 2Question - Understanding different types of digital platforms	- Typing skills and email	-Introduction to Powerpoint, input new slides , text boxes, images, sounds -Typing skills	Computer creativity, using iPads to film and edit a video. Edit the clips.

	pasting from the internet		and roles in everyday society			
Class 4 and 5	<ul style="list-style-type: none"> -Housekeeping of revision of files -Word: adding pictures and captions, inserting pictures from the Internet. Word Art -Typing games 	<ul style="list-style-type: none"> - History of computing: researching and looking at historical figures (Ada Lovelace, Tim Berners-Lee) -Intro to binary numbers and coding -Explore different search engines -Knowing limits to ICT use 	<ul style="list-style-type: none"> - Intro to Publisher: creating menu's, leaflets -Online privacy: cyber bullying and being polite -Typing skills 	<ul style="list-style-type: none"> -Electronic fish task using Scratch. Develop changing of sprites, colours and backgrounds -Locate and solve errors in algorithms. -Dealing with social media sites 	<ul style="list-style-type: none"> -Explore simulations with variables. -looking and exploring Scratch online -Creating own Scratch game which contains variables: use Purple Mash 2DIY3D -Data protection 	<ul style="list-style-type: none"> - Advancement in Powerpoint skills -Typing skills

Cycle B: 2021/2022

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class 1	-Mouse control -Using technology to create: build a simulation and manipulate	-Computer safety and sharing concerns - Recognise common uses of information technology beyond school	-Beebots: basic movement. Follow patterns and navigate a maze - Typing basics, Purple Mash	-E-safety: handling IT equipment, pop ups and app purchases, turning off monitor if feeling uncomfortable, telling an adult if uncomfortable	-Intro to Word: typing name and Word basics - Knowing the importance of secure passwords	-Mouse control -Practical debugging
Class 2	-Word: building typing skills, adding and formatting pictures. Saving files - Finding previously saved files	-Basics of typing -Recognising common use of information technology around the school -E-safety: sharing concerns with an adult	-Understanding a simple algorithm and creating a program to move objects around -Coding on Purple Mash -Understanding LOGO language -Debug algorithms	-Giving credit to your work, citing others work -The idea of copyright -Understand web icons and what they mean and the layout of a webpage	-Understand email and how it connects us. -Purple Mash: 2 Email -E-safety: sending messages online	-Use technology to create art -Understanding safety of purchasing things on internet/apps
Class 4/5	-Housekeeping of revision of files -Word: adding pictures and captions, inserting	-Create own Scratch game. Use Purple Mash 2DIY3D	-Present graphs and info in a variety of ways using digital software	- Create an electronic band/dancers using Scratch	-Continuation of Excel skills. Inputting short cuts into spreadsheets.	- Powerpoint skills. Use PP skills to aid a presentation - Typing games

	<p>pictures from the Internet. Word Art</p> <p>-Typing games</p>	<p>-Develop the idea of blog posts and how they are used online.</p> <p>-Develop and create own blog on Purple Mash</p> <p>-Understand and know limits with ICT and how to monitor how much time</p>	<p>- Typing games</p> <p>-Online privacy, cyber bullying and being safe</p>	<p>- Explore learned skills from previous years</p> <p>- Develop the changing of sprites, colours and backgrounds</p> <p>-Locating and solving errors in algorithms</p>	<p>Experimenting with different layouts of data and how to present it.</p> <p>- Data protection</p>	
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Cycle C: 2022/2023

Class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class 4/5	<ul style="list-style-type: none"> -Housekeeping of revision of files -Word: adding pictures and captions, inserting pictures from the Internet. Word Art -Typing games 	<ul style="list-style-type: none"> - Algorithm knowledge: debugging -Flowcharts to show the process - Design a programme to make a sprite move across the screen to make a polygon Using LOGO or Purple Mash 	<ul style="list-style-type: none"> -Data logging on Excel - creating spreadsheets - Understanding different types of digital platforms and roles in everyday society -Knowing how to report digital concerns -Typing games 	<ul style="list-style-type: none"> -Scratch: create a story using programming. Know how to insert a sprite, change backgrounds and input speech and movement. -Computer creativity: creating a sprite to be used in their story -Understand that a digital trail exists 	<ul style="list-style-type: none"> Intro to Powerpoint: input new slides, text boxes, images. -Typing games -Develop understanding about the internet. Is all the information we see real or fake? 	<ul style="list-style-type: none"> - Computer creativity: stop animation using cameras or Ipads. -Use of playdough to create characters.