

Long Term Plan Computing

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Year 2:	<p><u>iProgram</u> This unit introduces the children to a visual programming language: Scratch.</p> <p>Using the context of art and drawing, the children will be engaged in creatively developing simple animations.</p> <p>iSafe: This unit uses Think U Know's resources. It is provided here free for schools that would like to also cover eSafety discretely. The unit helps children understand the risks associated with sharing personal information online and how to make informed choices.</p>	<p><u>Iblog</u> - practical lessons Word processing skills - PicCollage/Word</p> <p>In this unit the children will learn that blogs are an online conversation with an audience.</p> <p>They will develop both their writing and digital literacy skills</p>	<p><u>iAnimate</u></p> <p>In this unit, the children explore stop frame animation through story telling.</p> <p>The children will explore creating narratives and combining them with images to make their own short animated scenes.</p>	<p><u>iSearch</u></p> <p>In this unit the children will learn how to use the internet to find out answers to questions relating to space and the solar system.</p> <p>They will also learn the importance of verifying the accuracy of information given on the internet and how to check multiple sources before answering questions.</p>	<p><u>iPublish</u></p> <p>In this unit the children research the remarkable advances computing and technology has made throughout time.</p> <p>They present their findings and develop digital literacy skills by producing multi-media interactive eBooks.</p>	<p><u>Word Processing Skills</u></p> <p>The children develop skills learnt in year 1, type, print text, save and retrieve work, edit work.</p>
Year 1:	<p><u>iAlgorithm</u></p> <p>This unit introduces the concept of algorithms being a set of</p>	<p><u>iSafe</u></p> <p>This unit uses Think U Know's Jessie & Friends curriculum</p>	<p><u>iProgram</u></p> <p>This unit introduces the children to algorithms and</p>	<p><u>iWrite</u></p> <p>This unit introduces basic word processing.</p>	<p><u>iModel</u></p> <p>In this unit pupils explore how computer models work and</p>	<p><u>iDate</u></p> <p>This unit has strong links with</p>

	<p>instructions that can be followed to complete a task.</p> <p>Activities are mainly unplugged to support children's understanding.</p>	<p>and resources. It is provided here free for schools to optionally cover eSafety discretely. The unit explores key aspects of eSafety to support pupils with safe technology use and online behaviour.</p>	<p>simple programming. It uses the context of programming physical and virtual toys to perform specific actions.</p> <p>It develops understanding that computers are controlled by sequences of instructions and that computers need more precise instructions than humans do.</p>	<p>The children learn how to enter and print text, save and retrieve work.</p>	<p>understand they can be used to represent real or imaginary environments, situations and scenarios.</p> <p>They will begin to understand the differences between representations and their original counterparts, as well as their uses and limitations.</p>	<p>Mathematics and Data Handling.</p> <p>Children learn how to collect, organise and represent data using digital graphing tools.</p>
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	Autumn Term Information Technology:	Spring Term: Computer Science:	Summer Term: Digital Literacy:
Little Acorns:	<ul style="list-style-type: none"> • Use a mouse or touch to make choices with help on interactive board- ipads 	<p>Follow and give simple instructions (with help)</p> <ul style="list-style-type: none"> • Make programmable toy move but not always as planned 	<ul style="list-style-type: none"> • Record sounds with support- microphones- talking pegs • To make something happen on interactive board. <p>E: E-Safety</p>
F1	<ul style="list-style-type: none"> • Use interactive board to make objects move and complete games 	<ul style="list-style-type: none"> • Make programmable toy move but not always as planned . • Give and follow simple instructions in order (algorithms) 	<ul style="list-style-type: none"> • Understand that we can get information from pictures and videos as well as words • E-Safety

	<ul style="list-style-type: none"> • Talk about technology used at home and in school 		
F2	Autumn Term: Digital Literacy	Spring Term: Computer Science	Summer Term: Information Technology
	<ul style="list-style-type: none"> • Use the computer/iPad to find information using websites. • Use drawing tools on interactive board to represent images. • E-Safety 	<ul style="list-style-type: none"> • Move programmable toys. Thinking about steps needed and how to alter steps if needed. • Use pictograms to show and compare data. 	<ul style="list-style-type: none"> • Use laptops and keyboard to make choices and enter simple words, save work and print work. • Move onscreen objects using interactive board and iPads • Talk about technology used at home and in school • Explore programmable toys.