

Long Term Plan for Computing @ Blackboys and Framfield School

Red = Computer science / programming
 Blue = Information technology / using software
 Green = Digital literacy / e-safety

Class/Cycle	Terms 1 and 2	Term 3 and 4	Terms 5 and 6
<p>Class 1 Cycle A E safety always mentioned in each lesson.</p> <p>Plus</p> <p>Understanding Computers (Name the parts of a computer; Be able to log on)</p>	<p style="text-align: center;">Making music http://www.incredibox.com/info/browser</p> <p style="text-align: center;">AND</p> <p style="text-align: center;">Mouse control http://www.fungooms.com/BodminsRoom/</p> <p style="text-align: center;">AND</p> <p style="text-align: center;">Use an art package (Paint or Dazzle or Purple Mash)</p>	<p style="text-align: center;">Following instructions, e.g. walk through a maze</p> <p style="text-align: center;">Create instructions and record, e.g. tell someone how to get to another point in the room</p> <p style="text-align: center;">Sequences of instructions http://www.primaryinteractive.co.uk/early.htm and http://www.learninggamesforkids.com/memory_games/memory_games_simon.html</p>	<p style="text-align: center;">Intro to Word</p> <p style="text-align: center;">Type your name. Use the shift key to create a capital letter. Use the space bar. Use full stop. Use back space. Use enter. (extend to font changes)</p> <p style="text-align: center;">AND</p> <p style="text-align: center;">Identify what personal information means and the importance of keeping it secure.</p> <p style="text-align: center;">AND</p> <p style="text-align: center;">Dancemat. Key recognition.</p>
<p>Class 1 Cycle B E safety always mentioned in each lesson.</p> <p>Plus</p> <p>Understanding Computers (Name the parts of a computer; Be able to log on)</p>	<p style="text-align: center;">Building Simulation following instructions http://www.bobthebuilder.com/uk/BuildAPlayground.html</p> <p style="text-align: center;">Mouse control; instructions to paint. http://www.crickweb.co.uk/Early-Years.html</p> <p style="text-align: center;">AND</p> <p style="text-align: center;">Use an art package(Paint or Dazzle or Purple Mash)</p>	<p style="text-align: center;">Beebot. Press a button and move around. Make something happen for a purpose http://www.simonhaughton.co.uk/pro-bot-lessons/</p>	<p style="text-align: center;">Intro to Word</p> <p style="text-align: center;">Type your name and change the size and font. (Extend to inserting clipart)</p> <p style="text-align: center;">AND</p> <p style="text-align: center;">Know who you can talk to if there are problems regarding e-safety.</p> <p style="text-align: center;">Know the importance of secure passwords.</p>

<p>Class 2 Cycle A E safety always mentioned in each lesson.</p>	<p>Look at software programs and predict what they will do.</p> <p>Use Scratch Junior to amend a program and explore what happens.</p> <p>Use Daisy the Dinosaur.</p> <p>Introduction to Kodable.</p> <p>AND</p> <p>Understanding icons http://www.crickweb.co.uk/ks2ict.html</p>	<p>Pivot Stick animator.</p> <p>AND</p> <p>Branching Databases. (Search and use.) Then create a graph (2Graph/2investigate).</p>	<p>Use email to communicate with Partnership School.</p> <p>AND</p> <p>Know who you are communicating with.</p>
<p>Class 2 Cycle B E safety always mentioned in each lesson.</p>	<p>Play and create 2DIY games.</p> <p>AND</p> <p>Make a simple program to move objects around the screen through Scratch and Purple Mash.</p>	<p>Puppet Pals</p> <p>E safety in app purchases.</p> <p>AND</p> <p>Give credit to your own creative work https://www.commonsemmedia.org/educators/lesson/my-creative-work-k-2 Copyright: Who owns what on the Internet?</p>	<p>Word.</p> <p>Type longer pieces. Become quicker at typing. Add a number of pictures and captions. Word Art. Copy and paste picture from the Internet. Format and resize the picture.</p>

<p>Class 3 Cycle A E safety always mentioned in each lesson.</p>	<p>Introduction to Pic Collage</p> <p>AND</p> <p>Create a simple flowchart to design and test your program.</p> <p>Make a program to make things happen and edit where necessary + write programs in LOGO to draw polygons including stars.</p>	<p>Basic housekeeping of files and folders.</p> <p>Take pupils on a tour of the school to show them how the computer network links up and what is happening to the data stored. How does "The Cloud" work?</p> <p>AND</p> <p>Datalogging</p>	<p>Introduction to PowerPoint (Slides, text, transition and sounds)</p> <p>AND</p> <p>Understand that a digital trail exists and that this is not easily deleted.</p> <p>Understand legal implications and consequences of online actions.</p> <p>Know how to report digital concerns</p>
<p>Class 3 Cycle B E safety always mentioned in each lesson.</p>	<p>Create a simple flowchart to design and test your program.</p> <p>AND</p> <p>Design and make a program and check for efficiency + use Kodu or Scratch to create a maze</p>	<p>Internet searching, how do you know if a site is valid? Is Wikipedia reliable?</p> <p>AND</p> <p>Computer Creativity (photo editing/film editing/windows movie maker/stop animation)</p>	<p>Introduce simple spreadsheets (Excel) input cells and sum tool.</p> <p>AND</p> <p>Understand that images and data are not easily deleted and the consequences can have a negative effect on our future.</p>

<p>Class 4 Cycle A E safety always mentioned in each lesson.</p>	<p>Introduction to Publisher</p> <p>SO YOU CAN DO</p> <p>Create Algorithm flow charts on publisher (decisions, variables and switches).</p> <p>AND</p> <p>Design and make a program to achieve a specific purpose and check for efficiency.</p> <p>Evaluate and refine your program + use Scratch to design eg an electronic fish tank</p>	<p>Development of Excel (graphing and presentation)</p> <p>AND</p> <p>Explore electronic communication. Email, Skype, Twitter</p> <p>Online privacy, Cyberbullying and being polite online.</p> <p>AND</p> <p>Dancemat typing.</p>	<p>History of computing + Significant figures, e.g. Aida Lovelace, Tim Berners-Lee.</p> <p>Introduction to binary.</p> <p>AND</p> <p>Understand a complex code, identify patterns in code and reduce code for efficiency + use MIT App Inventor or Appshed to create apps</p>
<p>Class 4 Cycle B E safety always mentioned in each lesson.</p>	<p>Advancement of PowerPoint Skills: Hyperlinks, buttons, insert video, think of audience (ie use Ppt to aid a presentation)</p> <p>AND</p> <p>Explore different search engines and how they work https://www.youtube.com/watch?v=BNHR6IQJGZs#t=114</p>	<p>Google Sketch Up to design a cube and a sphere.</p> <p>AND</p> <p>Simulations with variables Ayati Cost of Life Game http://jayisgames.com/games/ayiti-the-cost-of-life/</p> <p>AND</p> <p>Revision of Pic Collage.</p> <p>AND</p> <p>Dancemat Typing</p>	<p>To be able to program efficiently using correct order, "1st next", "if, else", repeat loops, numbers or text that can be changed "variables", multi nested procedures (programs within a program) inputs and outputs e.g. create a Scratch game that keeps the player's score.</p> <p>AND</p> <p>Data protection</p> <p>AND</p> <p>Introduction to Python (getting KS 3 ready)</p>