

COMPUTING

Year	Autumn	Spring	Summer
1	<p>Using programmable toys – understanding what algorithms are. Following unambiguous instructions.</p> <p>Create, organise, store, manipulate and retrieve digital content.</p> <p>Textease Paint programme</p>	<p>Finding images using the web to create a computer presentation. Use technology safely and respectfully. Identify where to go for help and support when they have concerns.</p> <p>Using technology (ipads) purposefully to create, store and retrieve a short video.</p>	<p>Illustrating and producing a talking book – adding movement and sound.² Create a Story.</p> <p>Create, organise, store, manipulate and retrieve digital content.</p>
<p>Throughout the year the children will be taught to: Use technology safely and respectfully. Use logical reasoning to predict the behaviour of simple programs. Debug simple programs. Recognise common uses of IT beyond school.</p>			
2	<p>E-Safety Communicate online safely and respectfully.</p> <p>Researching using the internet - Organise, store, retrieve and manipulate data using PowerPoint</p> <p>Programming- Write and test simple programs using Beebots and Scratch. Use logical reasoning to make predictions. Understand use of algorithms.</p>	<p>Photographs - Organise, store, retrieve and manipulate digital content. Stop Motion.</p> <p>Games Testers - Use logical reasoning to make predictions. Understand use of algorithms.</p>	<p>We are Detectives Organise, store, retrieve and manipulate digital content. Use technology safely.</p> <p>We are zoologists – Organise, store, retrieve and manipulate digital content. Use technology safely</p>
3	<p>Collecting and Analysing Data. Understand the opportunities computer networks offer for communication.</p> <p>Videoining Performances Use software on a range of digital devices.</p>	<p>Communicating safely on the internet– understand how computer networks can provide multiple services.</p> <p>Exploring computer networks, including the internet.- Use the internet safely and appropriately</p>	<p>Programming an animation.- Design and write programs to achieve specific goals including solving problems. Use logical reasoning.</p> <p>Finding and correcting problems. - Debug</p>
4	<p>Developing software – creating a simple educational game - Design and write programs to achieve specific goals, including solving problems. Use sequences. Using Scratch.</p>	<p>Design and create an animation using a variety of software. Produce simple drawing and text using design programmes that control or simulate physical systems.</p>	<p>Create, capture and manipulate sounds, text and images to communicate ideas.</p> <p>Use the software and skills taught to create a cartoon character working collaboratively.</p>

<p>5</p>	<p>Scratch – creating games. Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Flowol - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>	<p>Website design - use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information in the context of creating a Google Website.</p> <p>Radio Station Select, use and combine a variety of software on a range of digital devices to create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Children use Audacity software</p>	<p>Building websites. - design and create content.</p> <p>Digital Music - understand the opportunities for collaboration Sketch-up</p> <p>Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information by creating complex 3D furniture models.</p> <p>Using and Applying</p> <p>Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>
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<p>6</p>	<p>Scratch – animation Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Kodu – Game design Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>Spreadsheets Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Film-making Use a variety of software on a range of digital devices to design and create a range of content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information in the context of filming documentaries</p>	<p>Using and Applying Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information in the context of creating a game..</p>
<p>Use the internet responsibly to search large databases and to interpret information.</p>			