

Computing Long Term Plan 2021-2022

EYFS		KS1 Digital literacy taught alongside using Project Evolve		LKS2 Digital literacy taught alongside using Project Evolve		UKS2 Digital Literacy taught alongside using Project Evolve	
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Know and talk about the different factors that support their overall health and wellbeing: - sensible amounts of 'screen time' (PSED) Develop their small motor skills so that they can use a range of tools competently, safely and confidently. (PD) Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD) Children will use iPads, computers, bee bots, IWB)</p>	Autumn	<p>Just paint and write (J2E) pt 1- LO: To use technology purposefully to create, organise and store digital content.</p>	<p>We are game testers. LO: I am learning that programmes are executed by precise and unambiguous instructions. LO: To use technology purposefully.</p>	<p>We are programmers. To design and debug programs that accomplish specific goals (Scratch). To design and create programs that use a sequence (using scratch). To use logical reasoning to detect and correct errors in Scratch programs.</p>	<p>Multimedia fact file (J2E) To choose from a variety of software to accomplish given goals. Design and create content to accomplish a given goal.</p>	<p>We are robot coders (Edbot) To solve problems in writing programs by decomposing them into smaller parts. Explain how some simple algorithms work and detect and correct errors in them.</p>	<p>Game design (J2E) Design (PowerPoint) and create systems (an app) that accomplishes given goals.</p>
		<p>We are storytellers. To use technology purposefully to create, organise and store digital content. Collect photographs and paint pictures (J2E)</p>	<p>Sequencing simple algorithms and programs (J2E) To understand that programmes execute by following precise and unambiguous instructions. To debug simple programs. To use logical reasoning to predict the behaviour of simple programs.</p>	<p>We are bug fixers. To design and debug programs that accomplish specific goals (Scratch). To design and create programs that use a sequence (using scratch). To use logical reasoning to detect and correct errors in Scratch programs.</p>	<p>Computer technology (J2E) To be selective when using digital content. To understand how computer networks can provide multiple services. To understand the opportunities computer networks offer for communication.</p>	<p>We are artists (Inkscape). To use selection and repetition in programs.</p>	<p>Analyse and interpret data (J2E) Work with variables (commands that change) using robots.</p>
	Spring	<p>Gathering data and creating charts (J2E) To use technology purposefully to create, organise and store digital content. To keep personal information private.</p>	<p>Ways to present information (J2E) To use technology purposefully. To use technology safely and respectfully.</p>	<p>QR codes (J2E) To collect and combine information and data.</p>	<p>Computer networks/ searching the internet To appreciate how search results are selected (search engines/ Boolean search).</p>	<p>Safety Net books To understand the importance of using technology safely, respectfully and responsibly (Safety Net) To identify a range of ways to report concerns about content and contact (Safety Net).</p>	<p>Computer networks pt1 (J2E) To understand the opportunities computer networks offer for collaboration.</p>

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		<p>We are celebrating To use technology purposefully to create, organise and store digital content. To describe common uses of information technology beyond school.</p>	<p>Art of animation (J2E) To use technology purposefully.</p>	<p>Creating a branching database (J2E) To use technology responsibly.</p>	<p>Scratch programming pt 1 (J2E) To design and create content (a moveable character with an input and output, HTML code) to accomplish a given goal.</p>	<p>Computer networks/ computers for communication and collaboration (J2E) To understand the basic workings of computer networks including the internet.</p>	<p>Computer networks pt2 (J2E) Evaluate digital content discerningly. To appreciate how search results are ranked. To appreciate how search results are ranked.</p>
Summer		<p>Simple algorithms (pt1) To understand what algorithms are and how they are implemented as programs on digital devices. To create simple programs.</p>	<p>Create a topic based e-book (J2E) To use technology purposefully. To describe common uses of information technology beyond school (Science links)</p>	<p>Write a program pt 1 (J2E) To design and debug programs that accomplish specific goals. To design and create programs that use a sequence. To use logical reasoning to detect and correct errors in programs.</p>	<p>Robot programming To control physical systems.</p>	<p>Creating and using spreadsheets (J2E) To combine a variety of software (chrome, safari) to accomplish given goals on a range of digital devices</p>	<p>Understanding big data (J2E) Design and create systems (an app) that accomplishes given goals. To analyse and evaluate information and data.</p>
		<p>Simple algorithms (pt2) To understand what algorithms are and how they are implemented as programs on digital devices. To create simple programs.</p>	<p>Collecting and organising information (J2E) To use technology purposefully. To describe common uses of information technology beyond school (Science links)</p>	<p>Write a program pt 2 (J2E) To design and debug programs that accomplish specific goals. To design and create programs that use a sequence. To use logical reasoning to detect and correct errors in programs.</p>	<p>Scratch programming pt2 (J2E) To design and create content (a moveable character with an input and output, HTML code) to accomplish a given goal.</p>	<p>Programming making games (J2E) To solve problems in writing programs by decomposing them into smaller parts. Explain how some simple algorithms work and detect and correct errors in them. To use selection and repetition in programs.</p>	<p>Control physical systems (robots) To simulate physical systems (Invent robots/ Edbot).</p>

Information technology

Computer science

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Digital Literacy