

Year A Computing KS2

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Units may be split across a term or half term	Coding (6 weeks) Review previous coding Simulating a physical system Making a timer Debugging Making a control simulation Decomposition and abstraction	Online safety (3 weeks) To know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away. To understand how the Internet can be used to help us to communicate effectively. To understand how a blog can be used to help us communicate with a wider audience. For pupils to consider if what they read on websites is true? To look at a 'spoof' website. To create a 'spoof' webpage. To think about why these sites might exist and how to check that the information is accurate.	Touch typing (4 weeks) To introduce typing terminology. • Understand the correct way to sit at the keyboard. • To learn how to use the home, top and bottom row keys. To practice and improve typing for home, bottom, and top rows. To practice the keys typed with the left hand. To practice the keys typed with the right hand.	Email (6 weeks) To think about different methods of communication. To open and respond to an email. To write an email to someone using an address book. To learn how to use email safely. To add an attachment to an email. To explore a simulated email scenario.	Branching databases (4 weeks) To sort objects using just 'yes' or 'no' questions. To complete a branching database using 2Question or equivalent To create a branching database of the pupils' choice.. Simulations (3 weeks) To consider what simulations are. To explore a simulation. To analyse and evaluate a simulation.	Graphing (2 weeks) To enter data into a graph and answer questions. To solve an investigation and present the results in graphic form. Presenting with Google slides (6 weeks) (or MS Powerpoint version) Making a document from a blank page To insert images into a presentation Adding shapes and lines to a presentation Animating a presentation Creating a full presentation

		<p>To learn about the meaning of age restrictions symbols on digital media and devices.</p> <p>To discuss why PEGI restrictions exist.</p> <p>To know where to turn for help if they see inappropriate content or have inappropriate contact from others.</p> <p>Spreadsheets (3 weeks)</p> <p>To create pie charts and bar graphs.</p> <p>To use 'more than', 'less than' and 'equals' tools.</p> <p>To introduce the advanced mode of 2Calculate or equivalent and use coordinates.</p>				
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