

Year B 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 Introducing 'if' statements 'If/else' statements Repetition Repeat until Variables	Online safety (4 weeks) To understand how pupils can protect themselves from online identity theft. Understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To identify the risks and benefits of installing software including apps. To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. To identify appropriate behaviour when participating or contributing to collaborative online projects for learning. To identify the positive and negative	Spreadsheets (5 weeks) Using the formula wizard in the advanced mode to add formulae and explore formatting cells Timer and spin button Line graphs Using a spreadsheet for budgeting Exploring place value with a spreadsheet	Writing for different audiences (5 weeks) To explore how font size and style can affect the impact of a text. To use a simulated scenario to produce a news report. To use a simulated scenario to write for a community campaign.	Logo (4 weeks) To learn the structure of the language of Logo. To input simple instructions in Logo. Using 2Logo or equivalent to create letter shapes. To use the Repeat function in Logo to create shapes To use and build procedures in Logo Animation (3 weeks) To discuss what makes a good animated film or cartoon and what their favourites are. To learn how animations are created by hand. To find out how 2Animate or equivalent can be created in a similar way using the computer To learn about onion skinning in animation. To add backgrounds	Effective search (3 weeks) To locate information on the search results page. To use search effectively to find out information. To assess whether an information source is true and reliable. Hardware investigators (2 weeks) To understand the different parts that make up a computer To recall the different parts that make up a computer.

		<p>influences of technology on health and the environment. To understand the importance of balancing game and screen time with other parts of their lives.</p>			<p>and sounds to animations. To be introduced to 'stop motion' animation. To share animation on the class display board and by blogging</p>	
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