Cycle B Computing KS1

Autumn	Spring	Summer
1.1 Online safety To log in safely . To start to understand the idea of 'ownership' of their creative work. To learn how to find saved work in the Online Work area and find teacher comments. To learn how to search to find resources. To become familiar with the types of resources available in the Topics section. To become more familiar with the icons used in the resources in the Topics section. To start to add pictures and text to work. To understand the importance of logging out when they have finished. **1.9 Technology outside school** To walk around the local community and find examples of where technology is used. To record examples of technology outside school. -	**2.5 Effective Searching** To understand the terminology associated with searching. To gain a better understanding of searching on the Internet. To create a leaflet to help someone search for information on the Internet .	**1.7 Coding** To understand what coding means in computing. To create unambiguous instructions like those required by a computer. To build one- and two-step instructions using the printable code cards. To introduce 2Code or equivalent. To use the 2Code program to create a simple program. To use Design Mode to add and change backgrounds and characters. They will use the Properties table to change the look of the objects. To use the Properties table to change the look of the objects. To design a scene for a program. To use code blocks to make the characters move automatically when the green Play button is clicked. To add an additional character who moves when clicked. To explore the When Key and When Swiped commands (on tablets if available). • To use the Stop button to make characters stop when the background is clicked. To explore a method to code interactivity between objects. • To use Collision Detection to make objects perform actions. • To use the sound property. **2.1 Coding** To understand what an algorithm is. To create a computer program using simple

		algorithms.
		To use the button and turtle objects. To understand how use the repeat command. To understand how to use the timer command. To compare the actions of the turtle and character objects. To know what debugging means. To understand the need to test and debug a program repeatedly. To debug simple programs. To create programs using different kinds of objects whose behaviours are limited to specific actions. To predict what the objects will do in other programs, based on their knowledge of what the object is capable of. To discuss how logic helped them understand that they could only predict specific actions, as that is what the objects were limited to.

Cycle B Computing KS2

Autumn	Spring	Summer
3.2 Online safety 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.	**3.4 Touch typing** 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. **3.5 Email** To think about different methods of communication.	**4.5 Logo** 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 **4.6 Animation** To discuss what makes a good animated film or cartoon and what their favourites are. To learn how animations are created by hand.

To think about why these sites might exist and how to check that the information is accurate. To learn about the meaning of age restrictions symbols on digital media and devices. To discuss why PEGI restrictions exist. To know where to turn for help if they see inappropriate content or have inappropriate contact from others. **4.2 Online safety** 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 influences of technology on health and the environment. To understand the importance of balancing game and screen time with other parts of their lives.	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.	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 and sounds to animations. To be introduced to 'stop motion' animation. To share animation on the class display board and by blogging