COMPUTING

EYFS: Spring 1
Digital Photos and Videos

Objectives

Knows how to operate simple equipment, ☐

Choose particular colours for a purpose, ☐

Communication and Language ☐

Key Learning

The children can use the different technology to take photos and videos of different activities or objects. The children should be allowed to choose which device they use to take photos/videos and explain why they have chosen it.
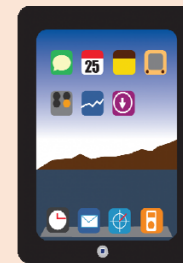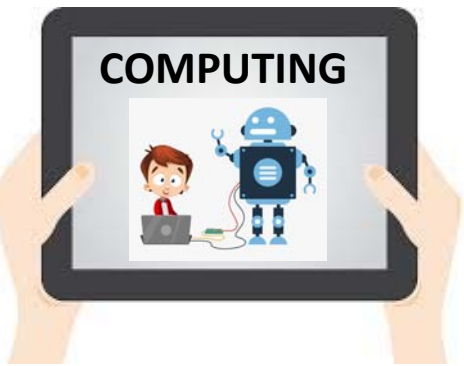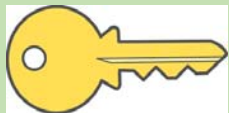
Key Resources

COMPUTING

Year 1: Autumn 1

E-Safety

Ages 5-7
E-safety
THINK U KNOW

Objectives

- Personal information I need to keep safe,
- Use email to safely communicate,
- Apply my online safety knowledge to help others make good choices online,
Create, name and date my digital creative work,
Safely search for images online,
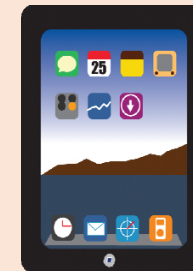
Key Learning
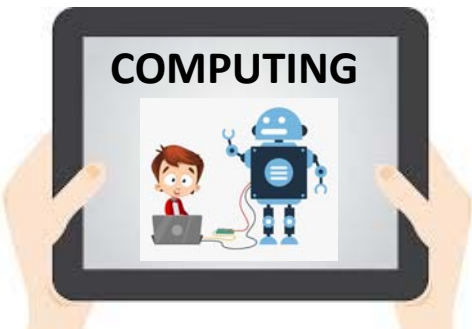
You will learn to use technology safely and respectfully and keep your personal information private.

Key Resources

TROLL STINKS
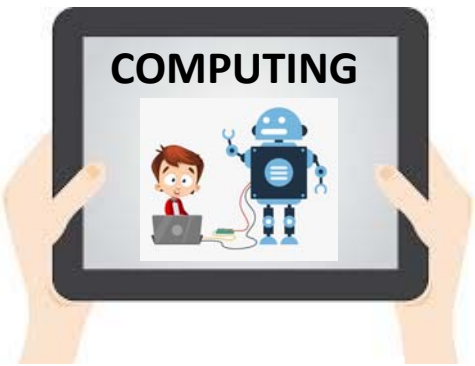JEANNE WILLIS TONY ROSS

COMPUTING
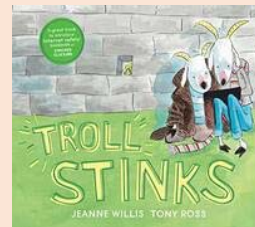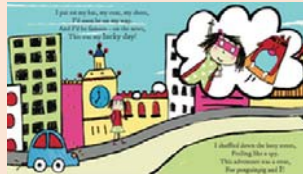
Year 1: Autumn 1 E-Safety

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

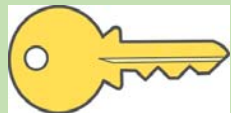## Finish this E- Safety mind map.

Internet Safety

COMPUTING

Year 1: Autumn 2

Mouse and Keyboard

Year 1
Mouse and Keyboard skills

Objectives

- Mouse and keyboard skills; move m☐e, left/right click, drag and drop.
- Typing; Find letters on keyboard and begin touch typing with home row keys.
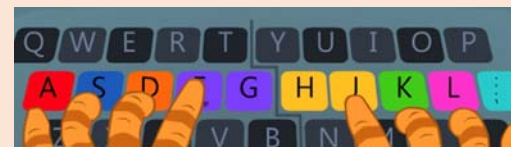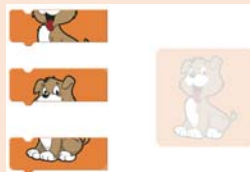
☐

Key Learning

You will learn to use a mouse and keyboard and become more able at using these skills. You will begin to use a range of digital resources such as tablet computers and touch screens.
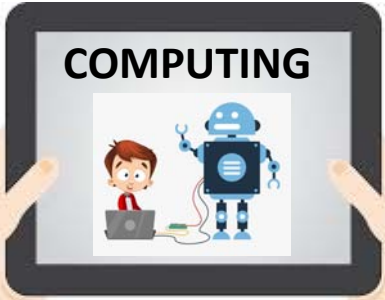
Key Resources

Connect the Dots

BUILD A HOUSE

COMPUTING

Year 1: Autumn 2
Mouse and Keyboard

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

M
O
U
S
E

COMPUTING

Year 1: Spring 1
Coding and Programming

Objectives

Understand sequence and algorithms.

Sequence instructions (commands) to achieve an objective.

Use distances in commands.

Predict, write, execute and debug a simple program.

Key Learning

Children will start to learn basic coding and programming skills using a range of online and practical resources.

Children will learn improvement vocabulary such as sequencing, algorithms, predict, debug.

Key Resources
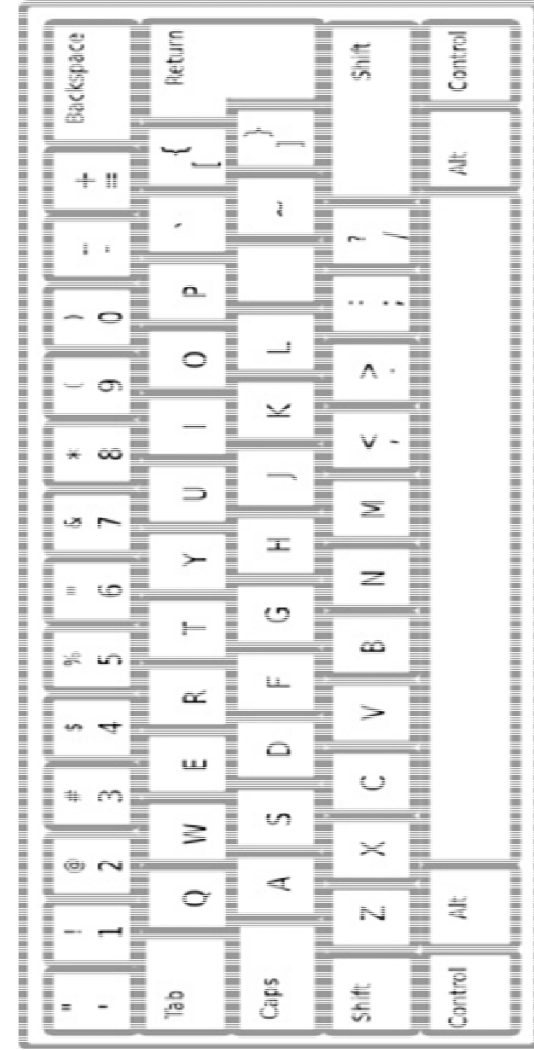
COMPUTING
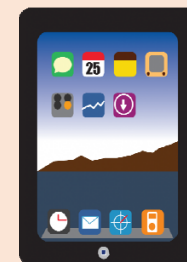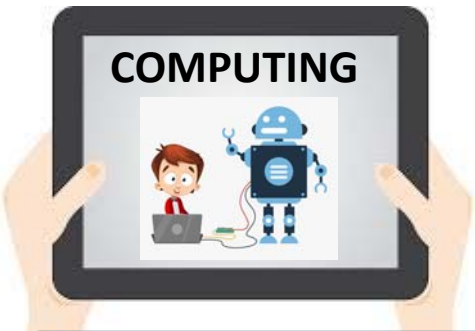
Year 1: Spring 1
Coding and Programming

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…
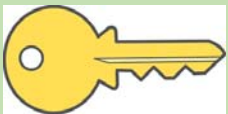
<u>**Find and circle these letters on the keyboard.**</u>

COMPUTING
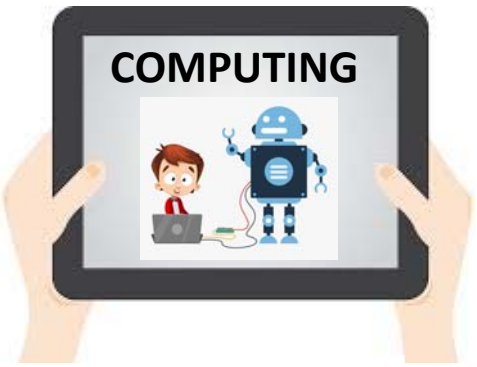
Year 1: Spring 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING
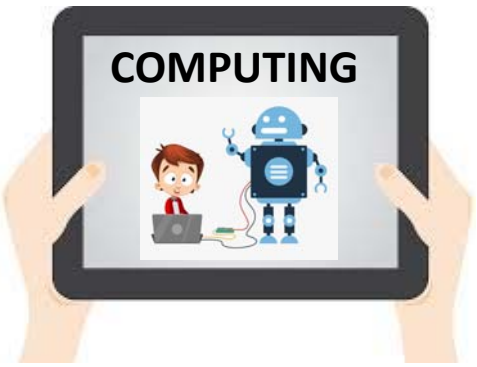
Year 1: Summer 1

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 1: Summer 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 2: Autumn 1

E-Safety

Ages 5-7
E-safety
THINK U KNOW

Key Learning

I will learn to use technology safely and respectfully while keeping my personal information safe and private.
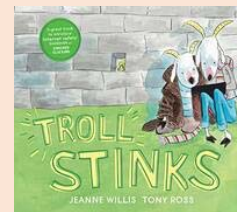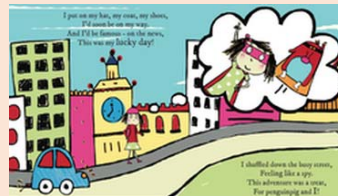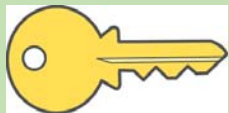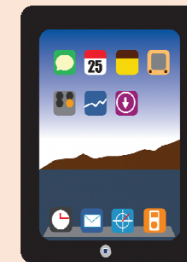
Objectives

- To understand what a digital footprint is,
- Use a keywords in an online search,
- To recognise whether a website is appropriate,
- Rate and review information websites,
- Identify kind and unkind behaviour online,
- Apply our knowledge of safe and sensible online activities to create a safety poster.

Key Resources

TROLL STINKS
JEANNE WILLIS TONY ROSS

COMPUTING
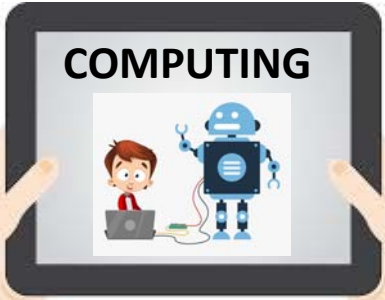
Year 2: Autumn 1
E-Safety
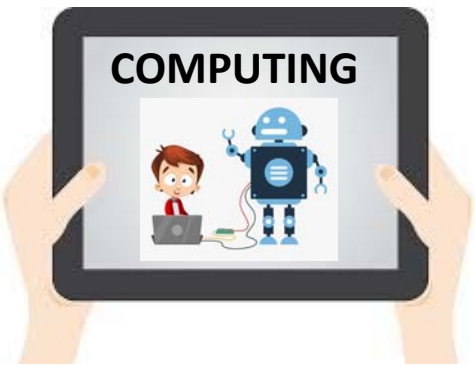
This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

Write 3 rules for keeping your family safe online.

1) _____

_____

_____

2) _____

_____

_____

3) _____

_____

_____

COMPUTING

Year 2: Autumn 2

Recognise Uses of IT

Year 2
Recognise uses of IT

Objectives

- Recognise common uses of information technology beyond school,
- Spot digital technology in school or at home,
- Find a piece of computer equipment amongst day to day objects and choose the correct definition,
- Understand how different technology helps us.

Key Learning

I will learn to understand which day to day objects have computers within them. I will begin to understand how technology and computers can help us in their daily lives.

Key Resources

What are computers and what do we use them for?

GO DIGITAL

FIND THE TECHNOLOGY

COMPUTING
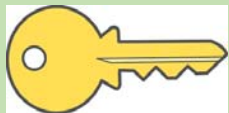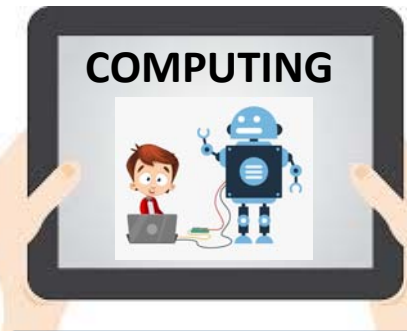
Year 2: Autumn 2 Recognise Uses of IT

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

Computer spotter

1. Circle all of the objects that have computers inside. One has been done for you.

2. Can you match the parts of a computer with what they are used for? One has been done for you.

Prints work

Listen to sound

Connect to internet

Type letters and numbers

Move a cursor

COMPUTING

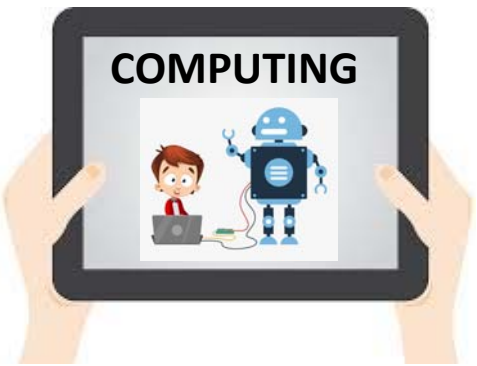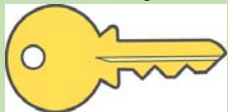# Year 2: Spring 1

Ebook Creation

Objectives

Add a book cover with title, author, colour and image
Add multiple pages based on a theme.
Add text on different pages.
Add images on different pages to match the theme/text
Add voice recordings to match the text and theme.

Key Learning

I will learn to create a Ebook and develop a number of digital skills that I will use in many other programs. It also blends together different forms of media and communication (text, audio and images) into one 'blank canvas' book, meaning pupils can effectively make a book about any subject or

Key Resources

COMPUTING
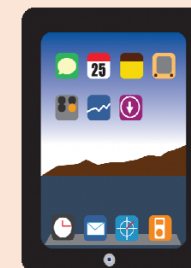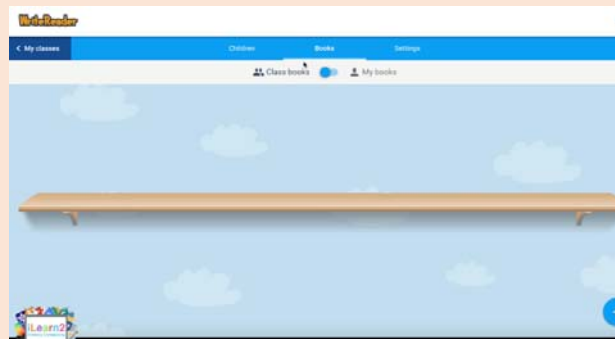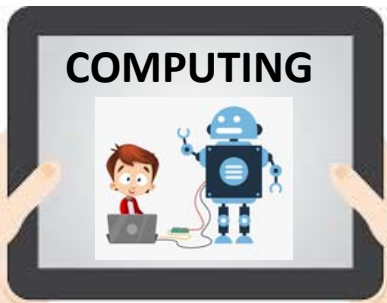
Year 2: Spring 1
Ebook Creation

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

Label the features you used in your Ebooks.

COMPUTING
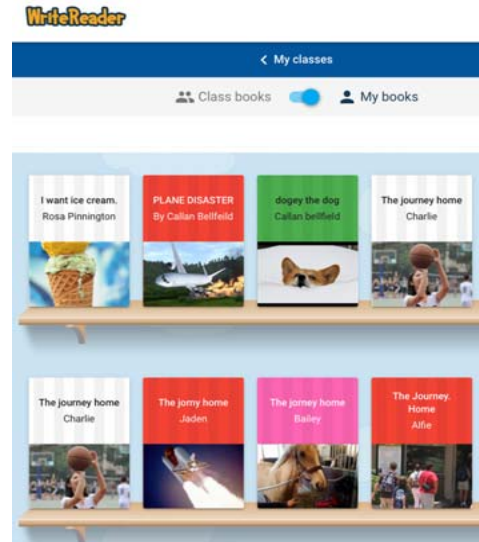
Year 2: Spring 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 2: Summer 1

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 2: Summer 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 3: Autumn 1

E-Safety

Ages 7-11
E-safety
THINK U KNOW
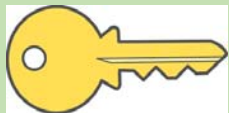
Objectives

- How do we communicate and share content online safely, responsibly and respectfully. ☐
- What is Cyberbullying? ☐
- To find websites advertisements, ☐
- To understand privacy and passwords, ☐
- To safely send and receive emails, ☐
- Use knowledge about online safety to plan a party. ☐

Key Learning

I will learn to identify online dangers, including people who are not who they say they are and the dangers they pose. I will understand how we communicate and share content online safely, responsibly and respectfully.

Key Resources

Friend ✓
Alfie
Hi Sam!
I want to post a photo of my friend at my birthday party. Do I need to ask their permission?

YES   NO

KIND KINGDOM

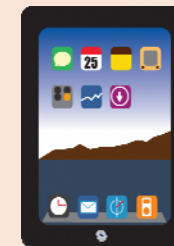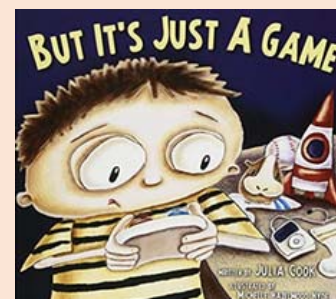BUT IT'S JUST A GAME
JULIA COOK

COMPUTING

Year 3: Autumn 1
E-Safety

This term, I have learnt...

This term, I enjoyed...

Next time, I want to learn about...

Chatter Bugs

How do you communicate online. Write down different examples.

Day of the Week	What Online Communication Was Used?

Are you surprised at the amount of online communication that happens? Explain your answer.

COMPUTING

Year 3: Autumn 2

Comic Creation

Objectives

- Add, resize and organise colour or picture backgrounds, ☐
- Add, resize, organise characters/objects to different panels. ☐
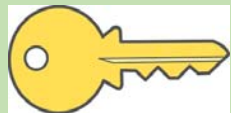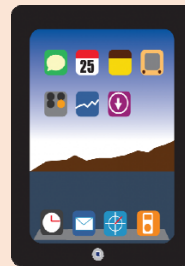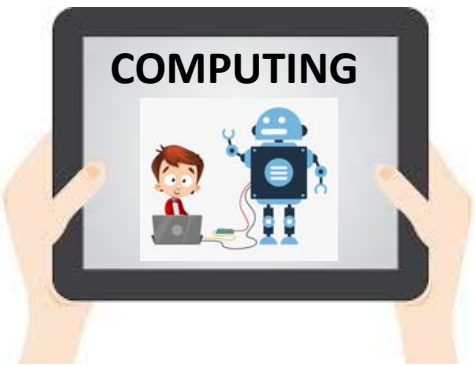- Add narration using text and direct speech using speech bubbles. ☐

AGE 6+
Comic Creation
bANG!
POW!

Key Learning

I will learn to use computers to create a digital comic. I will design a story with characters, backgrounds and speech before learning how to save and print our final designs.

Key Resources

Cross curricular links
Storyboards/plot
Direct speech
Conversations in different languages
Social stories

COMPUTING

Year 3: Autumn 2

Comic Creation

This term, I have learnt...

This term, I enjoyed...

Next time, I want to learn about...

1. Can you match the tool with how you would use it? *(One has been done for you)*

TALK BALLOONS

THE NEXT DAY...

Resize an object

Add speech to characters

Order objects on a page

Turn objects or characters the opposite way

Select a panel

Add story narration
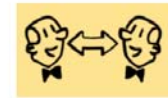
Remove an object

COMPUTING
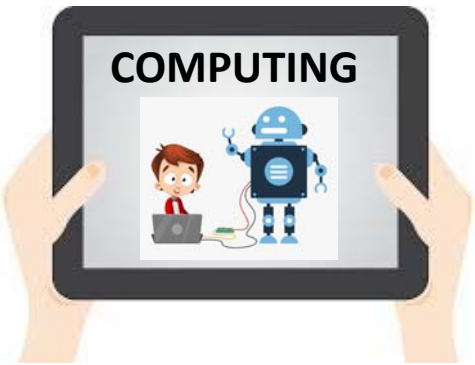
Year 3: Spring 1

Coding and Programming

Objectives
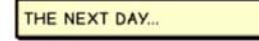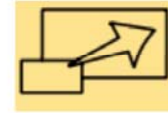
Design, write and debug programs that accomplish specific goals
Use repetition in programs
Work with various form of inputs; keyboard, mouse and touch screen,
Write programs that simulate physical systems,

Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities below consolidate the skills covered in the previous year groups. Children will write simple programs with text output, wait commands and movement, write a program with movement and repetition, write programs with mouse and text outputs.

Key Resources

COMPUTING
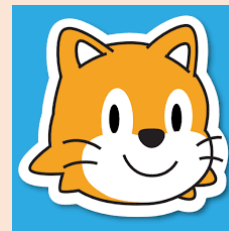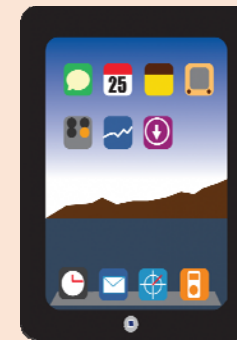
Year 3: Spring 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 3: Summer 1

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 3: Summer 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 4: Autumn 1

E-Safety

Ages 7-11
E-safety THINK U KNOW
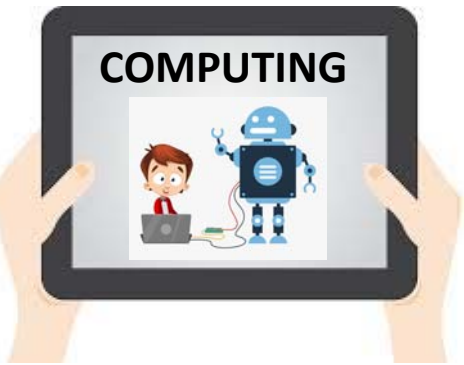
Objectives

- Identify how a message can hurt someone's feelings, ☐
- Use a search engine accurately, ☐
- What is 'Plagiarism' and how to avoid it? ☐
- Create a safe online profile, ☐
- Be a responsible digital citizen, ☐
- Create an online safety superhero character, ☐

Key Learning

I will learn to identify online dangers, including people who are not who they say they are and the dangers they pose. I will understand how we communicate and share content online safely, responsibly and respectfully.

Key Resources

Friend
Alfie
Hi Sam!
I want to post a photo of my friend at my birthday party. Do I need to ask their permission?
YES   NO

KIND KINGDOM

BUT IT'S JUST A GAME

COMPUTING
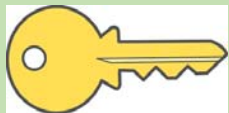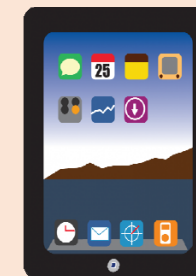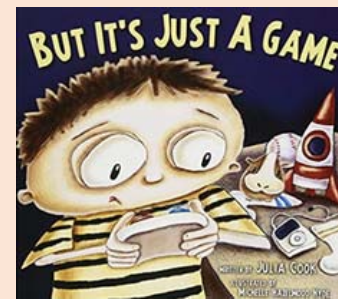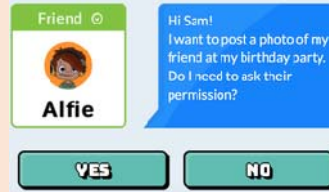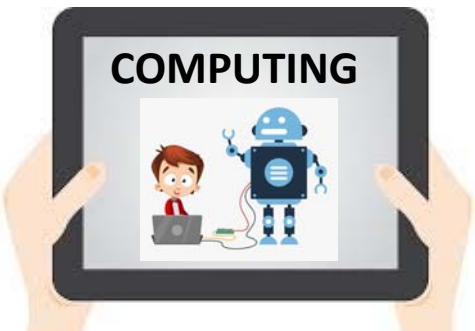
Year 4: Autumn 1

E-Safety

This term, I have learnt...

This term, I enjoyed...

Next time, I want to learn about...

Teach a friend!

Answer these questions and share it with a friend to help them stay safe online.

What is online safety?

_____

_____

_____

Who might be a digital citizen?

_____

_____

_____

What is cyberbullying?

_____

_____

_____

COMPUTING

Year 4: Autumn 2

Create an Ebook

Year 4
Ebook Creation
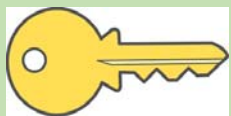
Objectives
- Add page colour and style,
- Add position and format text on different pages,
- Add and position images from camera/web,
- Add audio, including hiding it behind an object,
- Add hyperlinks to text and images, add and format shapes,
- Add audio to pages.

Key Learning
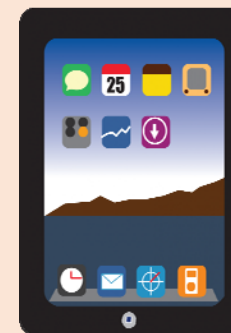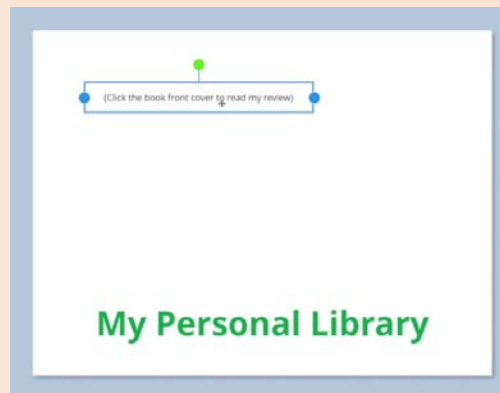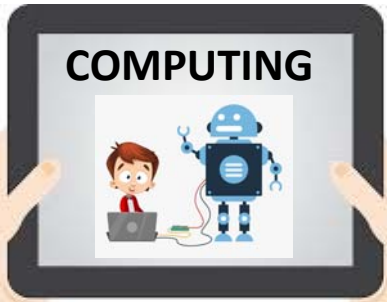
I will learn to make an Ebook using a range of different content and tools and bring these skills together in a final book. I can also create ebooks to share my learning in many different ways and communicate my knowledge confidently.

Key Resources

(Click the book front cover to read my review)

My Personal Library

COMPUTING

Year 4: Autumn 2 Create an Ebook

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

E- Book Review

Label the features that you have learnt in creating an Ebook.

E-Book Review

COMPUTING

Year 4: Spring 1

Internet Research

Objectives

Understand the features of an Internet Browser,
Use search technologies (different websites) to find specific pieces of information,
Reference the correct source of information,
Be discerning in evaluating digital content,
Check the internet for fake news by cross-referencing facts,
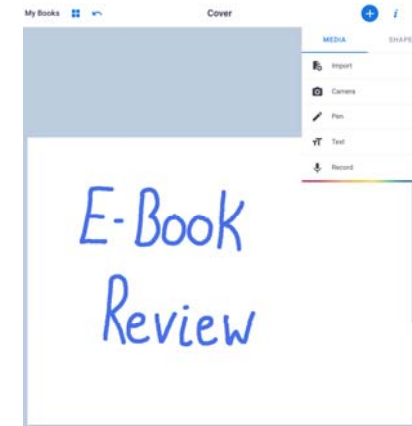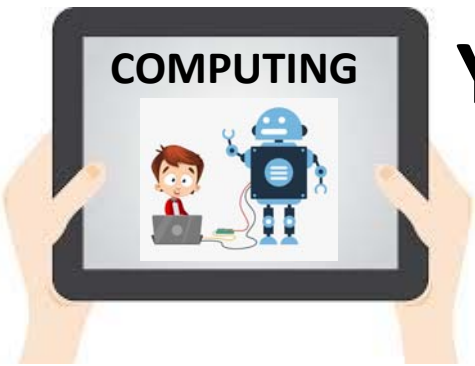
Key Learning

In the age of 'Googling' everything we want to find out, pupils have information on tap. The skill is for pupils to firstly in the younger years learn how to digest and share what they have found out, moving up to specifying, analysing and questioning online information.

Key Resources

Year 4
Internet Research

COMPUTING
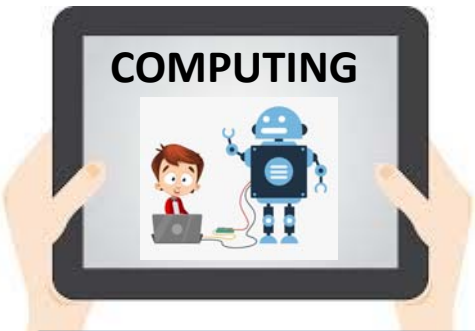
Year 4: Spring 1
Internet Research

This term, I have learnt...

This term, I enjoyed...

Next time, I want to learn about...

Look at this article. Is it fake news? How do you know?

Doubtful News
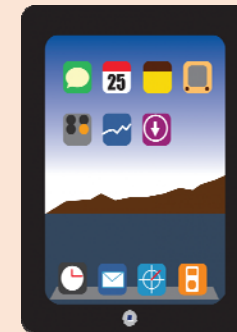
Sea Monkey-Ing Around

Once believed to be a popular way of introducing young children to pet ownership, it turns out that many sea monkeys sold today are in fact just microplastics floating in water.

A team of experts analysed sea monkeys being sold from many online sites. Their findings showed that 110% of the products purchased, claiming to be sea monkeys, were just micro-plastics floating in water.

COMPUTING

Year 4: Spring 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 4: Summer 1

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 4: Summer 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 5: Autumn 1
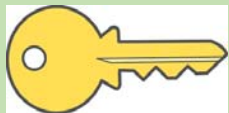
E-Safety

Objectives

- To identify spam emails, ☐
- To write citations for the websites I use, ☐
- To create strong passwords, ☐
- To understand photographs we see online may have been edited, ☐
- To apply online safety rules to create a PowerPoint presentation in groups. ☐

Ages 7-11
E-safety THINK U KNOW

Key Learning

I will learn to confidently communicate and share content online while being safe, responsible and respectful to everyone.

Key Resources

Friend ✓
Alfie
Hi Sam!
I want to post a photo of my friend at my birthday party. Do I need to ask their permission?
YES   NO

BUT IT'S JUST A GAME

COMPUTING
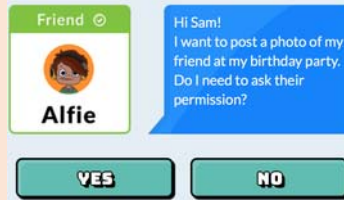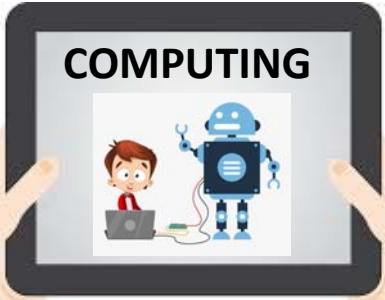
Year 5: Autumn 1
E-Safety

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

Teach a friend!

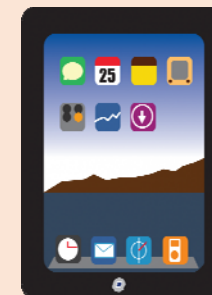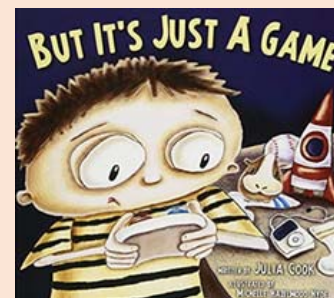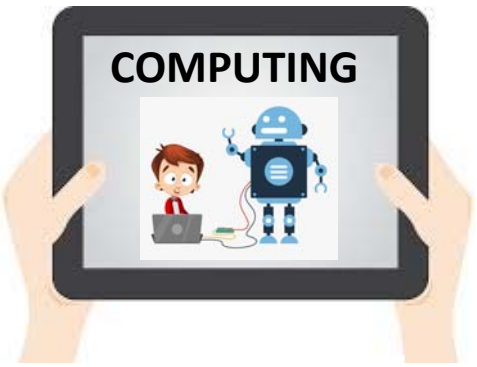Answer these questions and share it with a friend to help them stay safe online.

If a child is sent a mean message online, what is the first thing they should do?

_____

_____

_____

You see a photograph you like online and want to share it.

_____

_____

Write your own question here: _____

_____

_____

COMPUTING

Year 5: Autumn 2

Create an Ebook

Year 4
Ebook Creation

Objectives

- Add pag[ ]lour and style,
- Add position and format text on different pages,
- Add and posit[ ]mages from camera/web, add audio,
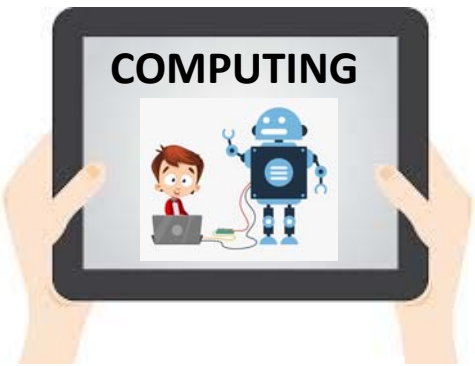- Add hyperlinks to text and images, add and format shapes,
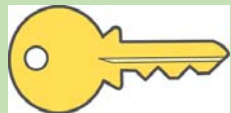- Use hyperlinks for [ ]gation,
- Add audio to pages,
- To ebbed content such as m[ ]/Youtube videos.

Key Learning

I will learn to make an Ebook using a range of different content and tools and bring these skills together in a final book. I can also create ebooks to share my learning in many different ways and communicate my knowledge confidently.
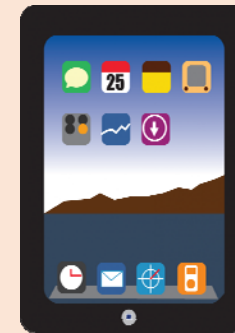
I will build on prior knowledge to develop new skills.

Key Resources

My Personal Library

My Books   Pages   Undo   Page 2 of 2   +   i   ▶

Which is the flag of Italy?

RECORD YOUR QUESTION.

COMPUTING

Year 5: Autumn 2 Create an Ebook

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

Label the features that you have learnt in creating an Ebook.

My Books   Cover   + i

MEDIA   SHAPES

Import
Camera
Pen
Text
Record

E-Book

Review

COMPUTING

Year 5: Spring 1

Data Handling

Objectives

Select and use non-adjacent cells plus resize multiple cell widths and copy/paste cells, ☐
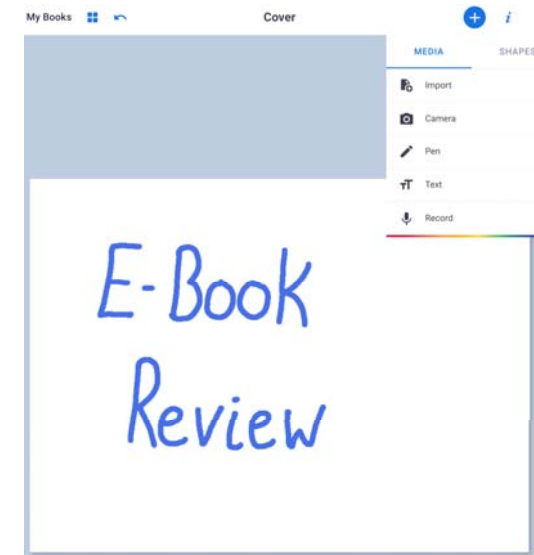
Use formulae to find totals, averages and maximum/minimum numbers, ☐

Select the correct chart type to present data, ☐

Answer 'what if?...' questions ☐

Search a database accurately to find information. ☐
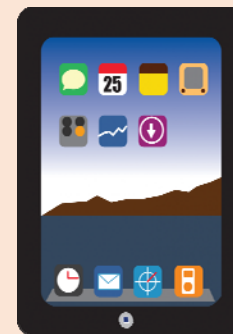
Key Learning

Data Handling are skills that should be performed regularly within different subjects. Pupils will learn to data handling using excel. The activities will consolidate the skills learnt in previous year groups and also introduces new ones such as using formulae and searching a databas
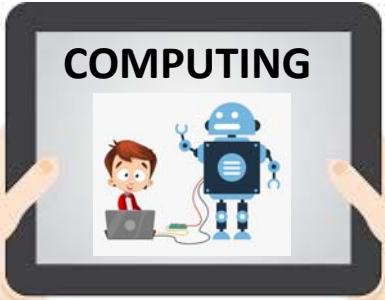
Key Resources

Year 5
Data Handling

COMPUTING

Year 5: Spring 1
Data Handling

This term, I have learnt...
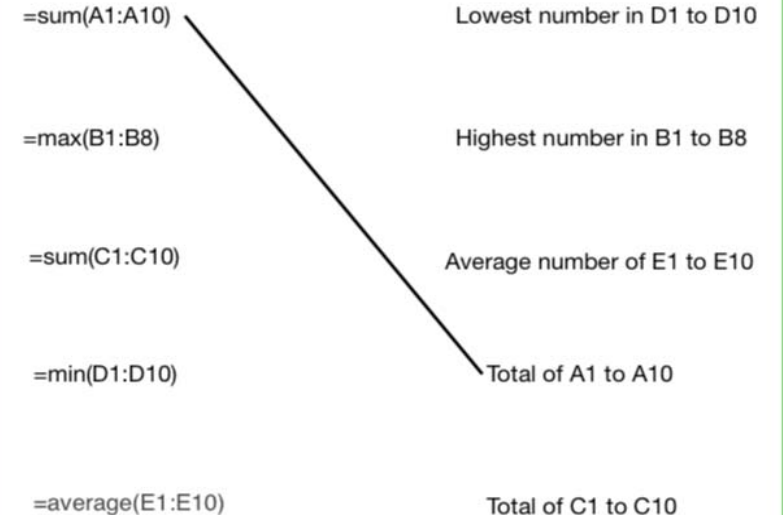
This term, I enjoyed...
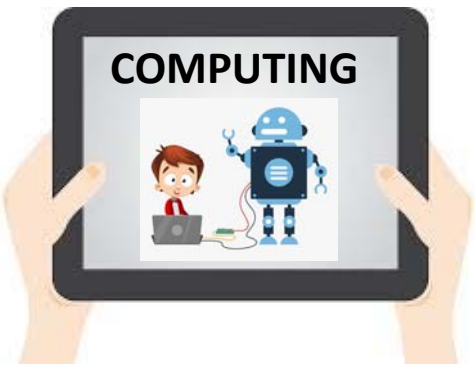
Next time, I want to learn about...

Solve these problems

1. Choose the most appropriate use of the *non-adjacent cells* tool.

☐ Select cells as column to change the colour of them.

☐ Select cells as a row to change the colour of them.

☐ Select cells that are not necessarily next to each other, to change the colour of them.

☐ Select cells that are above and below each other to change the colour of them.

2. Can you match the formula with the number it will find? (One has been done for you)

=sum(A1:A10)　　　　　　　　　Lowest number in D1 to D10

=max(B1:B8)　　　　　　　　　Highest number in B1 to B8

=sum(C1:C10)　　　　　　　　　Average number of E1 to E10

=min(D1:D10)　　　　　　　　　Total of A1 to A10

=average(E1:E10)　　　　　　　　Total of C1 to C10

COMPUTING

Year 5: Spring 2 Coding and Programming

Objectives

Program list variables that chooses randomly.
Program inputs, conditions and sensing for interaction,
data variables for scoring and a game timer.
Program Inputs, outputs, loops, conditions, sensing and variables.

Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities below consolidate the skills covered in the previous year groups. Children will gain independence in their coding skills by programming a list of variables, program audio outputs and inputs and using inputs, outputs, loops, conditions, sensing and variables.
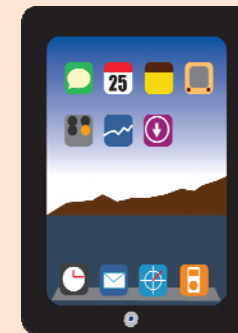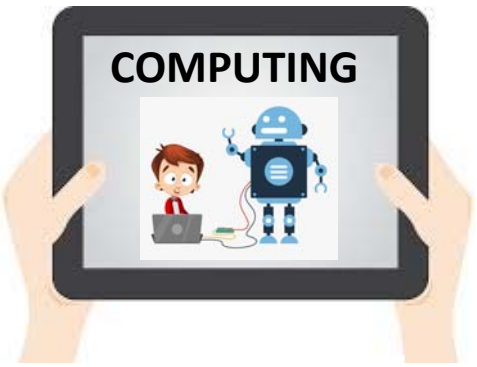
Key Resources

COMPUTING

Year 5: Summer 1

Mouse and Keyboard
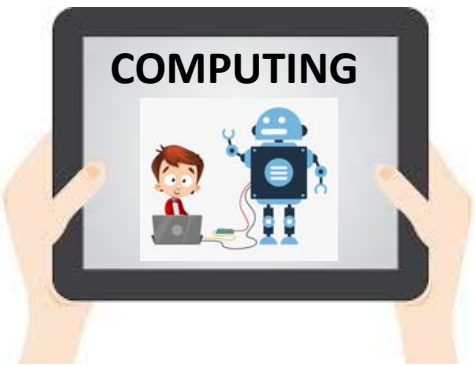
Objectives

Key Learning

Key Resources

COMPUTING

Year 5: Summer 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 6: Autumn 1

E-Safety
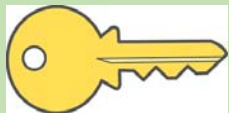
Objectives
- To identify good strategies to deal with cyberbullying, ☐
- To identify secure websites, ☐
- To identify information that I should never share, ☐
- To identify how the media play a powerful role in shaping ideas about girls and boys, ☐
- Apply my online safety knowledge to my online, ☐
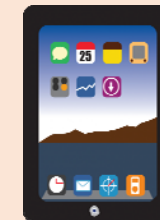- Use my knowledge of online safety to create a multiple choice quiz. ☐

Key Learning

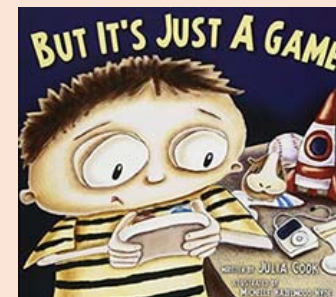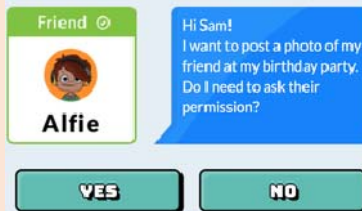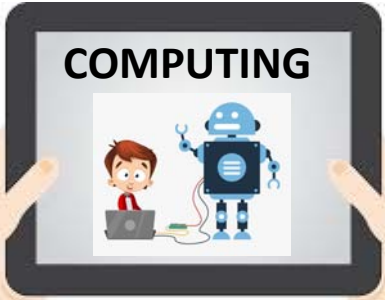I will learn to confidently communicate and share content online while being safe, responsible and respectful to everyone.

Ages 7-11
E-safety

Key Resources

Friend ✓
Alfie
Hi Sam!
I want to post a photo of my friend at my birthday party. Do I need to ask their permission?

YES   NO

KIND KINGDOM

BUT IT'S JUST A GAME

COMPUTING

Year 6: Autumn 1

E-Safety

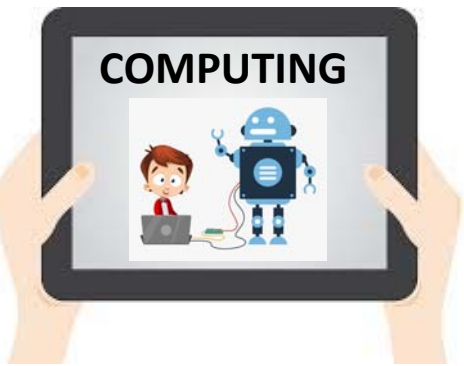**This term, I have learnt…**

This term, I enjoyed…

Next time, I want to learn about…

Think First!

Explain what the possible consequences of these unsafe online behaviours could be. They might be small, but they could be extremely dangerous. You could talk to an adult at home about this too.

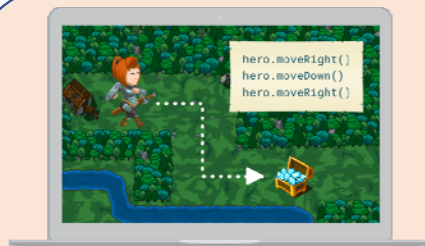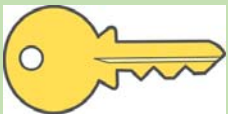| Online Behaviour	What could happen?	What you should do instead?
People in your class are sharing a photo of one of your classmates. Everyone thinks it's funny so you pass it on too.		
You're using a headset to talk to other players while online gaming. A stranger starts to ask you where you go to school and the town you live in. They seem friendly so you tell them.		
You create a social media account even though you're not old enough to use the site, and put lots of pictures of yourself on there. You don't worry about privacy settings as you want lots of people to follow you.		

Year 6: Autumn 2

Programming

Year 6 Programming in Python

Objectives

- Use an online Python editor to program in Python, including:
- Write basic python syntax,
- Program movements using Python Turtle,
- Print text,
- Use Python as a calculator,
- Program loops to repeat text,
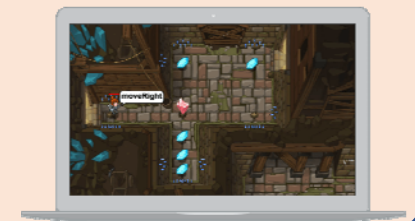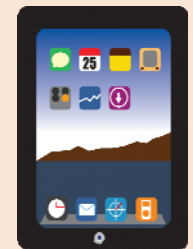- Program interactive inputs,

Key Learning

I will learn that Python is a type of programming language. It is a text-based language and allows you to program short commands quickly. It is a powerful language used by many famous services, such as Google (Youtube), Netflix, Facebook, Instagram and NASA. I will understand that I need to type the commands correctly or the program will not work.
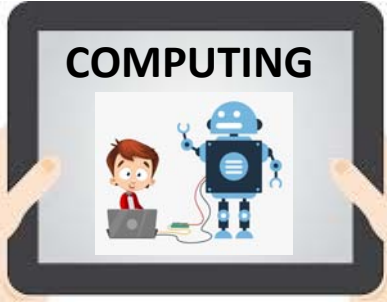
Key Resources

```
hero.moveRight()
hero.moveDown()
hero.moveRight()
```

COMPUTING

Year 6: Autumn 2

Programming

This term, I have learnt…

This term, I enjoyed…

Next time, I want to learn about…

Type Casting

In Python we can use the **type** function to tell us the **data type** of any type of information.

What data types would we see on screen if we entered the following?

a) >>> type("hello")   Answer: _____
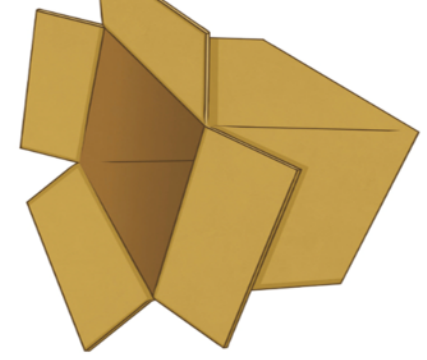
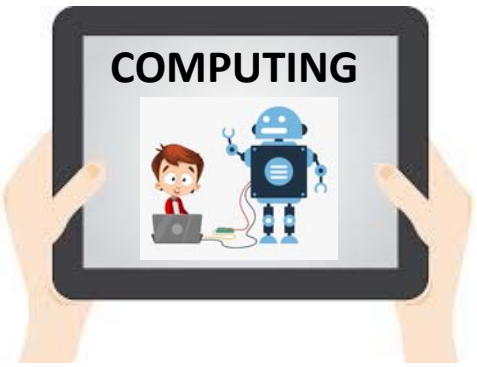b) >>> type(87)   Answer: _____

c) >>> type(True)   Answer: _____

d) >>> type(56.72)   Answer: _____

e) >>> type("7684")   Answer: _____

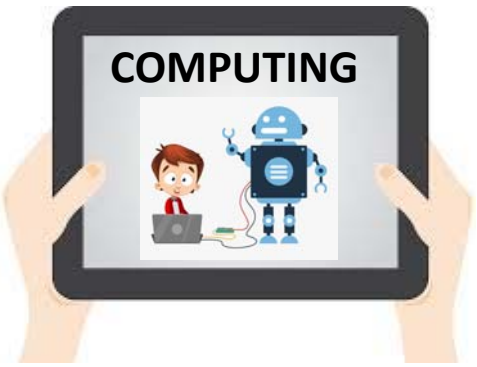# COMPUTING

Year 6: Spring 1

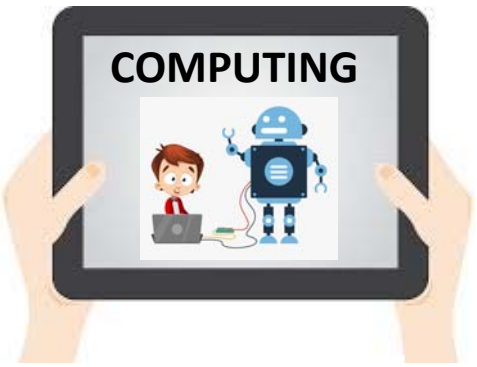# Mouse and Keyboard

Objectives

Key Learning

Key Resources

Year 6: Spring 2

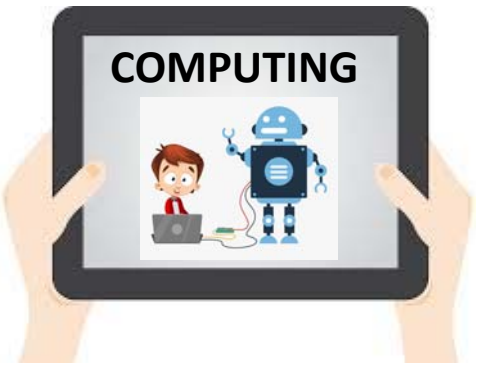## Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 6: Summer 1

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 6: Summer 2

Mouse and Keyboard

Objectives

Key Learning

Key Resources

COMPUTING

Year 6: Spring 1 Coding and Programming

Objectives

Program list variables that chooses randomly. ☐
Program inputs, conditions and sensing for interaction,
data variables for scoring and a game timer. ☐
Program Inputs, outputs, loops, conditions, sensing and variables. ☐
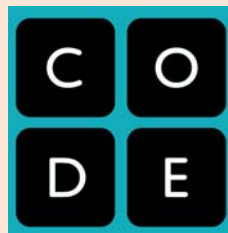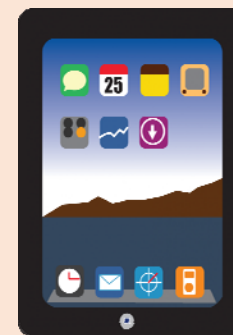
Key Learning

The Scratch is one of the most popular platforms in education to teach programming. The activities below consolidate the skills covered in the previous year groups. Children will gain independence in their coding skills by programming a list of variables, program audio outputs and inputs and using inputs, outputs, loops, conditions, sensing and variables.

Recovery Curriculum

Key Resources