Computing Long Term Overview

Year 1 - Long Term Overview

Autumn 1	Autumn 2
Digital Citizenship Online Safety / PSHE *For KS1 Reference - BBC Computing*	Digital Literacy *with elements of Creativity* *For KS1 Reference - BBC Computing*
Education for a Connected World / ICan Statements Education for a Connected World Purplemash Unit1.1 **Books to start conversations** - Chicken Clicking, Webster's bedtime - see book list recommendations in the appendices ThinkUKnow: Jessie & Friends Jessie & Friends	Lots of hands on generic skills Purplemash – 2Type - ongoing through all year groups Purplemash -use 2Dos for home learning links Pictograms - Purplemash Unit1.3 Animated Stories - Purplemash Unit1.6
Spring Term **Focus: Algorithm**	
Computer Science With elements of IT For KS1 Reference - *BBC Computing* CS without a computer – Unplugged Activities	
Lots of practical learning & unplugged activities Development of directional language BeeBot activities, debugging when things go wrong Ipad apps – BeeBot	2Go PurpleMash Unit1.7 - 2Code – See Year 1 lessons plans & resources in teacher section Scratch Jr / Scratch 3
Summer 1	Summer 2
Information Technology *with elements of DL* *For KS1 Reference - BBC Computing*	**Greater Depth Project:** **Digital Literacy / Computer Science**
Logging on and off 2DIY - Purplemash Unit1.2 & 1.4 Technology outside school - Purplemash Unit1.9	PurpleMash 2Quiz / 2Publish / 2Create a story / 2Sequence Book Creator app **Possible Project:** Personal presentation – All About me

Year 2 - Long Term Overview

Autumn 1	Autumn 2
Digital Citizenship Online Safety / PSHE For KS1 Reference - BBC Computing	**Digital Literacy** with elements of DC
Education for a Connected World / ICan Statements PurpleMash Unit2.2 **Books to start conversations** Books to start conversations - see book list recommendations in the appendices Education for a Connected World ThinkUKnow: Jessie & Friends, Lee & Kim	Lots of hands on generic skills Purplemash – 2Type Spreadsheets - PurpleMash Unit2.3 Creating Pictures - PurpleMash Unit2.6 Making Music - PurpleMash Unit2.7 Presenting Ideas - PurpleMash Unit2.8 Purplemash -use 2Dos for home learning links

Spring 1	Spring 2 Focus Vocab: Events / Program
Computer Science With elements of IT For KS1 Reference – BBC Computing CS without a computer Unplugged Activities	
Lots of practical learning & unplugged activities used in conjunction with very simple programming Development of directional language BeeBot activities, debugging when things go wrong	2Code – See Year 2 lessons plans & resources in teacher section of PurpleMash Unit2.1 Online and Ipad – Scratch Junior , Daisy Dinosaur, Kodable, Scratch 3

Summer 1	Summer 2
Information Technology *with elements of DL*	**Greater Depth Project:** **Digital Literacy / Computer Science**
Logging on and off Effective searching - use PurpleMash unit2.5 Questioning - PurpleMash Unit2.4	PurpleMash 2Publish / 2Create a story Book Creator **Possible Project:** Combining sound, images and video eg: Trailers in iMovie

Year 3 - Long Term Overview

Autumn 1	Autumn 2
Digital Citizenship Online Safety / PSHE For KS2 Reference – BBC Computing	**Digital Literacy** with elements of Creativity For KS2 Reference – BBC Computing
Books to start conversations - see book list recommendations in the appendices Education for a Connected World Regular digital footprint activities and use alongside www.Commonsensemedia.com Drip feed info to parents via school's social media Develop E-safety champions - children to present an assembly Awareness of popular apps such as Roblox, Tik Tok, friend trackers in snapchat, WhatsApp	Microsoft packages / School Blog Touch Typing – Purplemash Unit3.4 Spreadsheets - PurpleMash Unit3.3 Branching database – Purplemash Unit3.6 Graphing - PurpleMash Unit3.8 Interviews Book creator Photostory / iMovie / Garageband Appropriate SICT's STEM project loan box

Spring Term Focus Vocab: Sequence	
Computer Science With elements of IT For KS2 Reference – BBC Computing CS without a computer – Unplugged Activities	
Use as many platforms as you can but teach to the same level. **Vocab prompts** - use the correct vocab PurpleMash Unit3.1 -2Code LOGO - PurpleMash Unit 4.5	Online and Ipad – Scratch 3 , Daisy Dinosaur, Kodable

Summer 1	Summer 2
Information Technology *with elements of DL* For KS2 Reference – BBC Computing	**Greater Depth Project:** **Digital Literacy / Computer Science / STEM**
Use as many different platforms as possible and perform basic tasks (search the internet, input devices, saving work) look at similarities and differences. School email or purple mash 2email (talk about other ways to communicate) How email works https://www.bbc.co.uk/education/clips/zqsg4wx Email - Purplemash Unit3.5	PurpleMash 2 publish / 2 create a story / 2animate Photostory Book Creator, Garage band, iMovie apps **Possible Project:** Keep fit video Animation, Stop motion animation Appropriate SICT's STEM project loan box

Year 4 - Long Term Overview

Autumn 1	Autumn 2
Digital Citizenship Online Safety / PSHE *For KS2 Reference – BBC Computing*	**Digital Literacy** *with elements of Creativity* *For KS2 Reference – BBC Computing*
Education for a Connected World / ICan Statements **Books to start conversations** - see book list recommendations in the appendices Regular digital footprint activities and use alongside www.Commonsensemedia.com Drip feed info to parents via school's social media Develop E-safety champions - children to present an assembly Awareness of popular apps such as Roblox, Tik Tok, friend trackers in snapchat, WhatsApp	Microsoft packages / School Blog Purplemash – 2Type Book creator Photostory / iMovie Animation Picture collage Spreadsheets - PurpleMash Unit4.3 Writing for Audiences - PurpleMash Unit4.4 Green screen / Creating for younger audience Appropriate SICT's STEM project loan box

Spring Term Focus Vocab: Repeats / Loops	
Computer Science *With elements of IT* *For KS2 Reference – BBC Computing* CS without a computer – Unplugged Activities	
Use as many platforms as you can but teach to the same level. **Vocab prompts** - use the correct vocab Use lots of Free Code to develop deep learning around the vocab Skills learnt in one platform can then be transferred into another platform EG: Purplemash – Scratch 3	LOGO - PurpleMash Unit4.5 Purplemash – 2Code chimp level – free code 2Code – See year4 lessons plans & resources in teacher section - PurpleMash Unit4.1 Scratch 3 Online and Ipad – Kodable, Lightbot

Summer 1	Summer 2
Information Technology *with elements of DL* For KS2 Reference – BBC Computing	**Greater Depth Project:** **Digital Literacy / Computer Science / STEM**
Use as many different platforms as possible and perform basic tasks (search the internet, input devices, saving work) look at similarities and differences Search engines, safe searching and copyright Find, save and import images and information from the internet How search works https://www.bbc.co.uk/education/clips/zwdxhyc Effective Searching- Purplemash Unit4.7 Hardware - Purplemash Unit4.8	PurpleMash 2animate / ICan Animate Book Creator app **Possible Project:** Computer generated Images (CGI) Green screening E.g. DoInk, ICan Animate, Digital puppetry E.g. Puppet pals app (paid version) Appropriate SICT's STEM project loan box

Year 5 - Long Term Overview

Autumn 1	Autumn 2
Digital Citizenship -Online Safety / PSHE For KS2 Reference – BBC Computing	Digital Literacy with elements of Creativity For KS2 Reference – BBC Computing
Teach about Copyright, over sharing and self-esteem, bullying, digital footprint, inappropriate material and the impact of their actions. **Education for a Connected World / ICan Statements** Bullying and impact of actions Over sharing and self-esteem - Think You Know resource Books to start conversations - see book list recommendations in the appendices What is Copyright video- https://www.youtube.com/watch?v=suMza6Q8J08	Microsoft packages / School Blog – becoming more aware of their audience Purplemash – 2Type Excel / Spreadsheets - PurpleMash Unit5.3 Database - PurpleMash Unit5.4 Book creator Photostory / iMovie Garageband Animation Picture collage Interactive quiz, Green screen, Interviews Appropriate SICT's STEM project loan box

Spring Term Focus Vocab: Selection / Conditionals	
Computer Science With elements of IT For KS2 Reference – BBC Computing CS without a computer – Unplugged Activities	
Use as many platforms as you can but teach to the same level. **Vocab prompts** - use the correct vocab Use lots of Free Code to develop deep learning around the vocab Skills learnt in one platform are then transferred into another platform EG: Purplemash –Scratch PurpleMash Unit5.1 - 2Code – See year5 lessons plans & resources in teacher section Purplemash – 2DIY & 2DIY3D	Online and Ipad – Kodable, Lightbot, ALEX (app), Hopscotch After school club resource: Code Club (free to register and lots of resources) https://scratch.mit.edu/ - maths quiz variables Kodu – free game developing software from Microsoft with teachers pack

Summer 1	Summer 2
Information Technology *with elements of DL* *For KS2 Reference – BBC Computing*	Greater Depth Project: Digital Literacy / Computer Science / STEM
Reinforce the basics of using technology in our everyday lives. Teach the difference between the internet and the web, viruses and digital crimes. Use as many different platforms as possible and perform basic tasks (search the internet, input devices, saving work) look at similarities and differences. School email, search engines, safe searching and copyright Digital crimes PowerPoint – contact SICT How does the internet work? http://www.bbc.co.uk/guides/z3tbgk7 What is the World Wide Web? http://www.bbc.co.uk/guides/z2nbgk7	PurpleMash 2DIY, 2DIY 3D, 2Quiz, 2Code Book Creator app **Possible Project:** Game Creator Scratch 3, Kodu Creating games for younger audiences – ScratchJr Appropriate SICT's STEM project loan box

Year 6 - Long Term Overview

Autumn 1	Autumn 2
Digital Citizenship -Online Safety / PSHE For KS2 Reference – BBC Computing	**Digital Literacy** with elements of Creativity For KS2 Reference – BBC Computing
Teach about social networking sites, online gaming and different types of attention through debates and key questions Education for a Connected World / ICan Statements Books to start conversations - see book list recommendations in the appendices Digital footprint activity and Online safety debating PEGI activity – PowerPoint, PEGI info and cards Exploring positive and negative attention – Jigsaw / Tom's Story videos https://www.commonsensemedia.org/	Microsoft packages School Blog – becoming more aware of their audience Excel/ Spreadsheets - PurpleMash Unit6.3 Book creator Photostory / iMovie / Animation Garageband Picture collage Interactive quiz - PurpleMash Unit6.7 App building, Keep fit videos, Green screen, Interviews Creating for younger audience Appropriate SICT's STEM project loan box
Spring Term **Focus Vocab: VARIABLES**	
Computer Science With elements of IT For KS2 Reference – BBC Computing CS without a computer – Unplugged Activities	
Use as many platforms as you can but teach to the same level. Vocab prompts - use the correct vocab Use lots of Free Code to develop deep learning around the vocab Skills learnt in one platform are then transferred into another platform EG: Purplemash and Scratch PurpleMash Unit6.1 & 6.5 - 2Code – See year 6 lessons plans & resources in teacher section Purplemash – 2DIY & 2DIY3D	Scratch3 - https://scratch.mit.edu/ - use in conjunction with other programming platforms Kodu – Imaged based programming Online and Ipad – Kodable, Lightbot, ALEX (app), Hopscotch After school club resource: Code Club (free to register and lots of resources)
Summer 1	Summer 2
Information Technology with elements of DL For KS2 Reference – BBC Computing	**Greater Depth Project:** **Digital Literacy / Computer Science / STEM**
Teach the history of computers and it's pioneers. Also look at the future of technology – what would the children like to see? Networks - PurpleMash Unit6.6 Binary - PurpleMash Unit6.8 Computer History timeline - http://www.bbc.co.uk/timelines/zxsrcdm Computing Pioneers biographies - https://www.thocp.net/biographies/biographies.htm#B Watch your day in the future – see video	Possible Projects: Memory Book of time in school Children given the opportunity to plan and create using any software/app they have access to Create their own app – thunkable (will need a school Google account) This project would be an example of real world application of programming skills Appropriate SICT's STEM project loan box