Computing Long Term Plan KS1- 2022- 23

Curriculum Objectives

Pupils should be taught to:

1. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

2. Create and debug simple programs

3. Use logical reasoning to predict the behaviour of simple programs

4. Use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school

5. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Computing Intent

Pupils will become confident and responsible digital citizens. They will develop computational thinking and key skills to promote resilience when creating digital content. Pupils will develop strategies to build healthy online relationships and engage positively with online technologies.

Computing Long Term Plan **YEAR 1**

Term	Topic	Online Safety Focus	Basic Skills/ Curriculum	Barefoot Computing
Topic 1	Childhood	Go through Acceptable User Policy with your class. Access https://projectevolve.co.uk/ Simon Mogg and Glyn Roberts are admin. **Online Bullying**	• Acceptable user policy introduction. Flash cards put into continuous provision. • Use the camera feature on the Ipads to take photos of old and new toys. • Add these to Book Creator and sort into old and new.	None this term.

		Self Image and Identity		
Topic 2	Bright Lights, Big City	**Online Relationships** **Privacy and Security**	• To know what an algorithm is. • To create a simple algorithm. • To understand the term 'debug'. • To create a simple algorithm using block coding. To extend to using a loop and personalise a sprite. • Daisy the Dinosaur Coding • Beebot • Scratch Junior	*Barefoot: Crazy character algorithms* *Barefoot: ScratchJR tinkering activity* (optional)
Topic 3 School Days		**Online Reputation**	• Manipulating images • Drawing and designing cities • Looking at satellite images • Making maps • Satellites pro- use large screen to show bird eye images of Shipston	*Barefoot: World map logic activity* *Barefoot: Colourful kits* *Barefoot: Pizza pickle scratch debugging* *Barefoot: Pizza pickle scratch debugging* *Barefoot: Bee-Bots basics activity* *Barefoot: Decomposition unplugged activity KS1*

Computing Long Term Plan **YEAR 2**

Term	Topic	Online Safety Focus	Basic Skills/New Curriculum	Programmes
Topic 1	Y2 History	Go through Acceptable User Policy with your class. Access https://projectevolve.co.uk/ Simon Mogg and Glyn Roberts are admin. **Health and Wellbeing**	• Smart rules and online safety • Logging onto the chromebook • Typing skills	*Barefoot: ScratchJR knock-knock joke activity* *Barefoot: Bee-Bots 1, 2, 3 programming*
Topic 2	Coastline	**Managing Online Information**	• Purplemash activities-avatar, art, link to topic	*Barefoot: Data dash* *Barefoot: Barefoot careers*

| Topic 3 | Magnificent Monarchs | **Copyright and Ownership** | • Research famous monarchs | *Barefoot: Patterns unplugger activity:* |
| | | **Online Bullying** | • Teach using Swiggle- A child friendly search engine.
 • Create an information leaflet about in Book Creator or Google Docs
    | *Elephants, cats and cars* |