Long Term Plan for Computing

Havannah First School Computing Topic Coverage

Our curriculum is coverage is designed to address the three main strands of the Computing curriculum.

Digital Literacy – The skills, knowledge and understanding in order to participate fully and safely in our digital world.

Computer science - How computers and their systems work, are designed and programmed.

Information Technology – Using computers or physical devices for functional purposes, such as collecting and presenting information, or using search technology.

Although discretely taught in the Autumn term, Digital Literacy should be interwoven within **every** Computing lesson.

E-safety to also be taught within PSHE lessons, **golden rules** and through a whole-school focus when it is Safer Internet Day.

R	Continuous provision linked to technology, accessible throughout the year: Remote control cars & Beebots: programming using positional language. iPads: Exploring/Tinkering with an app set up by class teacher. Smartboard: ICT games **Digital Literacy** SWGfIL Project Evolve	Continuous provision linked to technology, accessible throughout the year: Remote control cars & Beebots: programming using positional language. iPads: Exploring/Tinkering with an app set up by class teacher.	Continuous provision linked to technology, accessible throughout the year: Remote control cars & Beebots: programming using positional language. iPads: Exploring/Tinkering with an app set up by class teacher. Smartboard: ICT games **Computer Science**	Continuous provision linked to technology, accessible throughout the year: Remote control cars & Beebots: programming using positional language. iPads: Exploring/Tinkering with an app set up by class teacher. Smartboard: ICT games **Computer Science**	Continuous provision linked to technology, accessible throughout the year: Remote control cars & Beebots: programming using positional language. iPads: Exploring/Tinkering with an app set up by class teacher. Smartboard: ICT games **Information Technology**	Continuous provision linked to technology, accessible throughout the year: Remote control cars & Beebots: programming using positional language. iPads: Exploring/Tinkering with an app set up by class teacher. Smartboard: ICT games **Information Technology**

	Self-image and identity Online Relationships Health, well-being and lifestyle Privacy and security	Smartboard: ICT games **Digital Literacy** SWGfIL Project Evolve Online Bullying Online reputation Managing online information Copyright and Ownership	Bee-bot basics Bee-bot app Activity 1,2,3	Using the Beebots and Micebots	**Using the camera app and photo album app** **Scanning QR codes** **Sign in/out of Seesaw Book Creator-Insert pen drawing, use different pen colours, add pages** **Green Screen opportunities**	**Using the camera app and photo album app** **Scanning QR codes** **Sign in/out of Seesaw Book Creator-Insert pen drawing, use different pen colours, add pages** **Green Screen opportunities**
Y1	**Digital Literacy** **SWGfL Project Evolve** Self-image and identity Online Relationships Health, well-being and lifestyle Privacy and security	**Digital Literacy** **SWGfL Project Evolve** Online Bullying Online reputation Managing online information Copyright and Ownership	**Computer Science** **Barefoot** -Sharing sweets -Creating Patterns **Code.Org** Course A	**Computer Science** **Bee-Bots** 1 or 2 Tinkering lessons 4/5 Challenges **Progression:** Using arrows and icons, Printable unplugged, using floor robots **OR** **Micro:Bits**	**Information Technology** **Seesaw** Signing in & out Uploading Documents Recording voice comments **Pic Collage** Insert photographs Insert text Change text size and colour	**Information Technology** **Seesaw** Signing in & out Uploading Documents Recording voice comments **Pic Collage** Insert photographs Insert text Change text size and colour

					Book Creator Insert photo from iPad Insert camera photo Resize photo **Green Screen opportunities**	**Book Creator** Insert photo from iPad Insert camera photo Resize photo **Green Screen opportunities**
Y2	**Digital Literacy** **SWGfL Project Evolve** Self-image and identity Online Relationships Health, well-being and lifestyle Privacy and security	**Digital Literacy** **SWGfL Project Evolve** Online Bullying Online reputation Managing online information Copyright and Ownership	**Computer Science** **Barefoot** -Crazy character algorithms -Spelling rules activity **Code.org** Course B	**Computer Science** **Micro:bits** -Heart -Beating Heart **Scratch Jnr** Unplugged, physical, directional language Printable 'unplugged' versions of code blocks Using Scratch Jnr app to design quizzes or animations	**Information Technology** **Book Creator** Insert text box Format text colour Format text size Format text colour Format text alignment **I can animate**	**Information Technology** **Book Creator** Insert text box Format text colour Format text size Format text colour Format text alignment **I can animate**
Y3	**Digital Literacy** **SWGfL Project Evolve** Self-image and identity Online Relationships	**Computer Science** **Barefoot** -Pizza Pickle -Tut, clap or jive	**Digital Literacy** **SWGfL Project Evolve** Online Bullying Online reputation	**Information Technology** **Book Creator**	**Information Technology** **Word/ PowerPoint:** Slide design, add	**Computer Science** **Micro:bits** Get silly Flashing emotions

	Health, well-being and lifestyle Privacy and security	**Code.org** Course C	Managing online information Copyright and Ownership	Change text box colour Change page colour Export to ibooks **Comic Life** Add, resize, organise characters/objects to different panels	pictures- discuss data protection. **Stop motion** Using plastercine	Sunlight sensor Name badge **Scratch** Unplugged, using storyboards or comics Printable 'unplugged' version of code blocks Using Scratch to design quizzes and animations
Y4	**Digital Literacy** **SWGfL Project Evolve** Self-image and identity Online Relationships Health, well-being and lifestyle Privacy and security	**Computer Science** **Barefoot** World Map Logic Bug in the water cycle **Code.org** Course D	**Digital Literacy** **SWGfL Project Evolve** Online Bullying Online reputation Managing online information Copyright and Ownership	**Information Technology** **Word/PowerPoint:** Develop content by developing the theme of slides including background colour and animation. **Book creator** Insert shapes Format shape colour Format shape border colour	**Information Technology** **Word/PowerPoint:** Develop content by developing the theme of slides including background colour and animation. **Book creator** Insert shapes Format shape colour Format shape border colour	**Computer Science** **Microb:bits** Rock, paper, scissors Graphical Dice Thermometer **Scractch** Unplugged, games in PE that involve the same sequence or drawing shapes in real life Printable 'unplugged' version of code blocs

				Format text: bold, italics, underline	Format text: bold, italics, underline	Using scratch to play music or repeating animations
				Format text: shadow	Format text: shadow	
				Stop motion	**Stop motion**	
				Using plastercine - competitions	Using plastercine - competitions	

Visits, Visitors, Enrichment

R	**Magnificent Me!** **Our World** Starting school / my new class **All about me** Birthdays Halloween PSED focus - relationships/feelings	Celebrations/**Space** Bonfire Night Diwali Space Christmas Day/Night – People who help us	**Winter and the Polar Regions** Winter Antarctica Chinese New Year Superheroes	**Farm** **Animals** Easter **GEM Education – Working on book creator with Julian Hughes**	Marvellous Minibeasts **Growth** **Minibeasts** Fairies/knights/fantasy	Traditional Tales **Seaside** Pirates
Y1	**Digital Literacy**	**Digital Literacy**	**Computer Science** **GEM Education – Easter Trail – QR Codes and iPads**	**Computer Science**	**Information Technology**	**Information Technology**
Y2	**Digital Literacy**	**Digital Literacy** **GEM Education – Working Micro:bits- Festive theme**	**Computer Science**	**Computer Science**	**Information Technology**	**Information Technology**
Y3	**Digital Literacy**	**Digital Literacy**	**Computer Science**	**Computer Science**	**Information Technology**	**Information Technology** **GEM Education- Microbits – DT Car project**
Y4	**Digital Literacy** **GEM Education – Digital Literacy focus- presentation for Parents surrounding safety online**	**Computer Science**	**Digital Literacy**	**Information Technology**	**Information Technology**	**Computer Science** **GEM Education- Microbits – DT Car project**