



Two Year Cycle - Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
CYCLE A						
<p>Computing</p> <p>Computer Science</p> <p>Information technology</p> <p>Digital literacy</p>	<p>Unit 1:1 Online safety & Exploring Purple Mash</p> <ul style="list-style-type: none"> -To log in safely. -To learn how to find saved work in the Online Work area and find teacher comments. -To learn how to search Purple Mash to find resources. -To become familiar with the icons and types of resources available in the Topics section. -To start to add pictures and text to work. -To explore the Tools and Games section of Purple Mash. -To learn how to open, save and print. - To understand the importance of logging out. 	<p>Unit 1.4 Lego Builders</p> <ul style="list-style-type: none"> -To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. - To follow and create simple instructions on the computer. -To consider how the order of instructions affects the result. 	<p>Unit 1.7 Coding</p> <ul style="list-style-type: none"> -To understand what instructions are and predict what might happen when they are followed. -To use code to make a computer program. -To understand what object and actions are. -To understand what an event is. -To use an event to control an object. -To begin to understand how code executes when a program is run. - To understand what backgrounds and objects are. -To plan and make a computer program. <p>E-safety day - February</p>	<p>Unit 2.1 Coding</p> <ul style="list-style-type: none"> -To understand what an algorithm is. -To create a computer program using an algorithm. -To create a program using a given design. - To understand the collision detection event. -To understand that algorithms follow a sequence. -To design an algorithm that follows a timed sequence. -To understand that different objects have different properties. -To understand what different events do in code. -To understand the function of buttons in a program. -To understand and debug simple programs. 	<p>Unit 2.6 Creating pictures (ART LINK)</p> <ul style="list-style-type: none"> -To learn the functions of the 2Paint a Picture tool. -To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). -To recreate Pointillist art and look at the work of pointillist artists such as Seurat. -To learn about the work of Piet Mondrian and recreate the style using the lines template. -To learn about the work of William Morris and recreate the style using the patterns template. -To explore surrealism and eCollage. 	<p>Unit 2.5 Effective Searching</p> <ul style="list-style-type: none"> -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.
CYCLE B						
<p>Computing</p> <p>Computer Science</p> <p>Information technology</p> <p>Digital literacy</p>	<p>Unit 2.2 Online safety</p> <ul style="list-style-type: none"> -To know how to refine searches using the Search tool. -To use digital technology to share work on Purple Mash to communicate and connect with others locally. -To have some knowledge and understanding about sharing more globally on the Internet. -To introduce Email as a communication tool using 2Respond simulations. 	<p>Unit 2.4 Questioning (SCIENCE LINK)</p> <ul style="list-style-type: none"> -To learn about data handling tools that can give more information than pictograms. -To use yes/no questions to separate information. -To construct a binary tree to identify items. -To use 2Question (a binary tree database) to answer questions. -To use a database to answer more complex 	<p>Unit 1.5 Maze Explorers</p> <ul style="list-style-type: none"> -To understand the functionality of the direction keys. -To understand how to create and debug a set of instructions (algorithm). -To use the additional direction keys as part of an algorithm. -To understand how to change and extend the algorithm list. -To create a longer algorithm for an activity. -To set challenges for peers. -To access peer challenges set by the teacher as 2Dos. 	<p>Unit 1.6 Animated Story Books (ENGLISH LINK)</p> <ul style="list-style-type: none"> -To introduce e-books and the 2Create a Story tool. -To add animation to a story. -To add sound to a story, including voice recording and music the children have composed. -To work on a more complex story, including adding backgrounds and copying and pasting pages. -To share e-books on a class display board. 	<p>Unit 1.8 Spreadsheets</p> <ul style="list-style-type: none"> -To know what a spreadsheet program looks like. - To locate 2Calculate in Purple Mash. -To enter data into spreadsheet cells. -To use 2Calculate image tools to add clipart to cells. -To use 2Calculate control tools: lock, move cell, speak and count. 	<p>Unit 2.8 Presenting ideas (NF LINK - DINOSAURS)</p> <ul style="list-style-type: none"> -To explore how a story can be presented in different ways. -To make a quiz about a story or class topic. -To make a fact file on a non-fiction topic. - To make a presentation to the class.

	<p>-To understand how we should talk to others in an online situation. -To open and send simple online communications in the form of email. -To understand that information put online leaves a digital footprint or trail. -To identify the steps that can be taken to keep personal data and hardware secure.</p> <p>Unit 1.9 Technology outside School</p> <p>-To walk around the local community and find examples of where technology is used. - To record examples of technology outside school</p>	<p>search questions. -To use the Search tool to find information.</p>	<p>E-safety day - February</p>			
--	---	---	---------------------------------------	--	--	--