



## Long Term Plan for Computing 2020-2021



	<b>Autumn</b>	<b>Spring</b>	<b>Summer</b>
<b>FS</b>	<p style="text-align: center;"><b><u>Understanding the World</u></b></p> <p>Use computer programs (2Simple and 2Paint) to create a self portrait Use Splash to create a firework picture Use the fill tool to colour an owl Develop mouse skills by creating patterns Use drag and drop skills to create a calendar Logging on</p>	<p style="text-align: center;"><b><u>Understanding the World</u></b></p> <p>Use iPad and the computer (fill tool) to create penguin/Antarctic/bear pictures Keyboard skills – typing sentences about their picture Program Beebots Develop mouse skills Use the iPad to take a photograph Use 2paint Pattern and 2Paint Logging on</p>	<p style="text-align: center;"><b><u>Understanding the World</u></b></p> <p>Use iPad to take photographs and video clips Use computer software to draw a map, pet and 2D shapes Use iPads Use drag and drop to create a farm scene – type own labels Use computer software to draw an animal and its young Create a poster with text Logging on</p>
<b>Year 1</b>	<p style="text-align: center;"><b>Information Technology</b></p> <p>Basic skills – keys, saving, logging on, store, retrieve, dragging, using a mouse, editing <b>Digital Literacy and E-Safety</b> Using information technology safely and respectfully – Espresso Module – Online Safety- 'Computers Everywhere'</p>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding Unit 1A – On the move <b>Information Technology</b></p> <p><b>Digital media (art)</b> - Use 2Paint/Paint purposely to create digital animals using texture, lines, tints/shades and shapes <b>Digital Literacy and E-Safety</b> Safer Internet Day Online safety unit</p>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding Unit 1B – Simple Inputs <b>Information Technology</b></p> <p>Learn to find, save and retrieve digital information about seascides 2simple <b>Digital Literacy and E-Safety</b> I know that I need to keep personal information private when using technology, such as my name, address and school. Espresso Module – Online Safety – 'Private or Not?'</p>
<b>Year 2</b>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding 2.0 Refresher level 1 Give and follow algorithms <b>Information Technology</b></p> <p>2paint/microsoft paint to create and store a picture <b>Digital media (art)</b> – create texture, lines, tints/shades and shapes through Pixel Pointillism, Mondrian, Monet <b>Digital Literacy and E-Safety</b></p>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding 2.0 Unit 2 – Different sorts of input – Algorithms using Turtle Logo and Scratch <b>Information Technology</b></p> <p>Retrieve and manipulate content by making a powerpoint of Fire of London <b>Digital Literacy and E-Safety</b> Safer Internet Day Safe use of the internet</p>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding 2.0 Unit 2 – Buttons and instructions – <b>Information Technology</b></p> <p>Use search engines to research, create, organise and store <b>Digital Literacy and E-Safety</b> Use 2email</p>
<b>Year 3</b>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding Starter Unit Unit 3a – Sequence and animation <b>Information Technology</b></p>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Scratch – to develop algorithms in different ways <b>Information Technology</b></p> <p>Research using internet services and combine information to present on Brazil <b>Digital Literacy and E-Safety</b></p>	<p style="text-align: center;"><b>Computer Science</b></p> <p>Espresso Coding Unit 3b – Conditional events (selection) <b>Information Technology</b></p> <p><b>Digital Media (art)</b> - create own moving image films/animations using Ipads</p>

	<p>Use powerpoint to design and create a presentation on the Stone Age</p> <p><b>Digital Literacy and E-Safety</b></p> <p>Use technology responsibly</p> <p>Beginning to appreciate how search results are selected</p> <p>Selective when using digital content</p>	<p>Safer Internet Day</p> <p>Beginning to recognize acceptable / unacceptable behaviour and content</p> <p>Understand the opportunities computer networks offer for communication</p>	<p><b>Digital Literacy and E-Safety</b></p> <p>Understand how computer networks can provide multiple services, such as the world wide web</p>
<b>Year 4</b>	<p><b>Computer Science</b></p> <p>Espresso Coding</p> <p>Starter Unit</p> <p><b>Information Technology</b></p> <p>Use 2Question to create a branching diagram to sort</p> <p><b>Digital Literacy and E-Safety</b></p> <p>Using online dictionary, thesaurus, activity which discusses plagiarism</p>	<p><b>Computer Science</b></p> <p>Espresso Coding</p> <p>Unit 4a – Introduction to variables</p> <p><b>Information Technology</b></p> <p>Publisher - manipulate images and text</p> <p><b>Digital Media (art)</b> - use video editing software</p> <p><b>Digital Literacy and E-Safety</b></p> <p>Safer Internet Day</p> <p>Discussing comments on social media</p>	<p><b>Computer Science</b></p> <p>Espresso Coding</p> <p>Unit 4b – Repetition and loops</p> <p><b>Information Technology</b></p> <p>To use internet services to research and create a powerpoint presentation on the discovery of Tutankhamun</p> <p>Word – response to job advert</p> <p><b>Digital Literacy and E-Safety</b></p> <p>Understanding and using search engines</p>
<b>Resources</b>	<p><b>Computer Science</b></p> <p>Espresso Coding</p> <p>Scratch</p> <p>Beebots</p> <p>Roamer</p>	<p><b>2simple</b></p> <p>2Paint</p> <p>2Question</p> <p>2Create a story</p> <p>Word</p> <p>Powerpoint</p> <p>Publisher</p> <p>Microsoft Paint</p>	<p><b>Digital Literacy/E-Safety</b></p> <p>Espresso</p> <p>Twinkl</p> <p>Digital cameras</p> <p>Ipads</p>

Block coding

HTML

Python

Teacher's Coding Camp

PD options

Lessons	Challenge zone	Free code	Lesson plans & resources
1		 <b>Unit 1a</b> On the move	 <b>Unit 1b</b> Simple inputs
2	<b>Refresher (level 1)</b> An overview or recap of the main concepts covered so far.	 <b>Different sorts of inputs</b> Learn that programs respond to different sorts of inputs, and that the keyboard can be used to control objects on screen, not just by clicking from directly. <a href="#">Student guide</a>	 <b>Buttons and instructions</b> Learn that one object can be used to control another object, e.g. writing code so clicking a button gives an instruction to make a lady move. <a href="#">Student guide</a>
3	<b>Year 3 Starter Unit</b> 	 <b>Unit 3a</b> Sequence and animation	 <b>Unit 3b</b> Conditional events (Selection)
4	<b>Year 4 Starter Unit</b> 	 <b>Unit 4a</b> Introduction to variables	 <b>Unit 4b</b> Repetition and loops
5	<b>Year 5 Starter Unit</b> 	 <b>Unit 5a</b> Speed, direction and coordinates	 <b>Unit 5b</b> Random numbers & simulations



My school's apps

 Edit

 Gallery

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