COMPUTING

SUBJECT NARRATIVE (December'23 update)

*(e-safety June'19 DfE guidance)

Computer Science (CS)	
Information technology (IT)	
Digital Literacy (DL) (*incl e-safety)	

Key Stage 1: Year 1/2 (*e-safety first week of each topic: see separate planning on website)

Topic: Barefoot Computing/ Coding A Tools: Scratch Junior IPADS– Purple Mash 2 Code Key Themes: algorithms and sequences,	**Topic:** Video presentations Tools: Puppet Pals, Comic Book– IPADS **Key Themes:** Using photo sequences to tell a story	**Topic:** Making graphs Tools: Purple Mash 2 Count **Key Themes:** Collecting data, and presenting using pictograms	**Topic:** Giving commands Tools: Logo robots, Purple Mash 2 Go, Espresso Coding 1A **Key Themes:** Logo, controls, sequences	**Topic:** Writing an animated story **Tools:** Pages (Ipads– keyboard skills), Purple Mash 2Create a story Key Themes: Keyboards, animated story	Topic: Using email safely Tools: Purple Mash 2email Key Themes: Appropriate behaviour online, basic email skills

Key Stage 1: Year 1/2 (*e-safety first week of each topic: see separate planning on website)

Topic: Barefoot Computing **Tools:** IPADS– Purple Mash Key Themes: Simple programmes – algorithms, sequences, bugs and debugs	**Topic:** Coding C Tools: Scratch Junior Key Themes: Simple programmes— demonstrating a repeatable sequence–	**Topic:** Creating Media Tools: Geoboard (iPad App), Purple Mash 2draw (Y2) Key Themes: Mark making, lines and shapes, using different colours, fill, copy	**Topic:** Developing keyboard skills Tools: Pages (Ipad App) Key Themes: Typing skills– build on year 1	**Topic:** Presenting your ideas Tools: Doodle Art (Ipad App) Key Themes: Drawing, creating effects, painting and sketching	**Topic:** Presenting data Tools: Purple Mash 2count 2graph , Data Logging software Key Themes: Collecting presenting data

Lower Key Stage 2: Year 3/4 (Cycle A)(*e-safety first week of each topic: see separate planning on website)

Topic: Logo **Tools:** Purple Mash 2 Logo , Scratch Jnr (Y3), Scratch (Y4) Key Themes: Giving directions, predictions and debugging, repeats and shape drawing– links to angles in maths	**Topic:** Internet safe searches **Tools:** Google– safe searching	**Topic:** Making a branching database **Tools:** Purple Mash 2question Key Themes: Creating a paper based database-data collection– presenting results using iCT, creating computerised system– uses?	**Topic:** Information Gatherers ! Tools: PM 2 Quiz, Google Forms Key Themes: Effective Question-naires, presenting	**Topic:** Data-Handling **Tools:** Purple Mash 2 graph/2 count Google Sheets Key Themes: Collecting data—evaluating different ways of presenting– creating a spreadsheet in Google sheets for graph	**Topic:** Stop Go (link to topic) Tools: Ipad Stop Go Themes: animation

Lower Key Stage 2: Year 3/4 (Cycle B)(*e-safety first week of each topic: see separate planning on website)

Topic: Coding IV **Tools**– Espresso Block Coding 3A (Y3) Python (Y4) Scratch Junior Key Themes: ntro to block coding (Y3)/Python (Y4) Advanced features of Scratch Jr– saving/exporting work– begin Scratch online	**Topic:** Writing a blog **Tools:** Purple Mash (2blog) , safe use of School Twitter account (within topic)	**Topic:** Using email 2 **Tools:** Purple Mash 2email Key Themes: Advanced layout, managing an address book, iuse of favourites, forwarding and copying in, etiquette	**Topic:** Internet safe searches 2 **Tools:** Google– safe searching (within topic)	**Topic:** Interactive books Tools: Book Creator (IPADS) Key Themes: Exploring features of software, audience and impact, design and review cycle, sharing with an external audience (Snowy)	**Topic:** Coding V **Tools:** Scratch website Key Themes: Games

Upper Key Stage 2: Year 5/6 (Cycle A) (*e-safety first week of each topic: see separate planning on website)

Topic: Coding VI—Writing an animated story **Tools:** Scratch **Key Themes:** Scratch as an online community. Links to Scratch Junior. Planning and writing an animated story. Links to game design.	**Topic:** Coding VII **Tools: Scratch Games** **Key Themes: Coding**—write and debug programs that accomplish specific goals ,use sequence, selection and repetition in programs, work out variables and various forms of input and output to create games– maze and chase	**Topic: Building my own web page** **Tools: Google Slides** Coduct safe research online using ideas from LKS2. Learn some basics of web design and copyright. **Make own web page** for topic. and also personal hobby or	**Topic:** Creating my own e-book II **Tools:** Book Creator **Key Themes:** Coding Create own **e-book** to share using more advanced tool– link to LKS2	**Topic:** Presentations **Tools: Google Slides (Suite)** **Key Themes:** Creation of a set of **slides** to explain the water cycle. Include hyperlinks and effective techniques. explanations– fieldwork. to observe erosion	**Topic:** Spreadsheets **Tools: Google Sheets(Suite)** **Key Themes:** Use of spreadsheets to manipulate and present numbers– link to Geography/Science fieldwork and Maths topics.

Year 5/6 (Cycle B) (*e-safety first week of each topic: see separate planning on website)

Topic: Coding VIII– Designing a game **Tools:** Scratch **Key Themes:** Scratch as an online community. Links to Scratch Junior. How to add scoreboard/timer and jeopardy to a game.	**Topic: Project/Collaborative Working** **Tools: Google Suite (Slides & Docs)** **Key Themes:** RESEARCH (Slides Changes in Leisure and Entertainment in the 20th century – collaborative working tools in Google	**Topic:** Research Presentation **Tools:** Google Suite (Slides , Sheets& Docs) **Key Themes :** RESEARCH Biomes/Vegetation Belts Climate Zones and Comparison of 3 places . Use of spreadsheets for data	**Tools: Espresso Coding** **Key Themes:** Coding—write and debug programs that accomplish specific goals including controlling or simulating physical systems; use sequence, selection and repetition in programs, work out variables and various forms of input and output.	**Topic: The Olympics and Ancient Greece** **Tools: Chromebooks** **Key Themes :** Slides/Docs Use technology safely, respectfully and responsibly: recognise acceptable/unacceptable behaviour. Use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluation digital content. RESEARCH Ancient Greece and the Olympics

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We believe these skills are important for life because:

- We want children to have confidence and flexibility to use existing and future digital technologies successfully . (IT)

- We want children to develop a logical approach to creating content and problem solving that can be applied to real life situations (CS)

- We want children to embrace new technologies but to also have a keen appreciation of e-safety, data security and the impact of their digital footprint so that they can use digital devices in a responsible manner now and in their futures. (DL) *(*also reinforced in RHE lessons)*