



## COMPUTING

### SUBJECT NARRATIVE (February 2024 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)

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

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

<b>Topic:</b> Barefoot Computing <b>Tools:</b> IPADS- Purple Mash <b>Key Themes:</b> Simple programmes – algorithms, sequences, bugs and debugs	<b>Topic:</b> Coding C <b>Tools:</b> Scratch Junior <b>Key Themes:</b> Simple programmes – demonstrating a repeatable sequence–	<b>Topic:</b> Developing keyboard skills <b>Tools:</b> Pages (Ipad App) <b>Key Themes:</b> Typing skills- build on year 1	<b>Topic:</b> Lego Algorithms <b>Tools:</b> iPad Camera <b>Key Themes:</b> Algorithms for creating lego models, adding blocks, following instructions/debugging	<b>Topic:</b> Creating Media <b>Tools:</b> Doodle Art (Ipad App) Geoboard (Ipad App), Purple Mash 2 draw (V2) <b>Key Themes:</b> Drawing, creating effects, painting and sketching, fill, copy	<b>Topic:</b> Presenting data <b>Tools:</b> Purple Mash 2 count 2 graph, Data Logging software <b>Key Themes:</b> Collecting presenting data
-------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------

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

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

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

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

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

<b>Topic:</b> Coding VI- Writing an animated story <b>Tools:</b> Scratch <b>Key Themes:</b> Scratch as an online community. Links to Scratch Junior. Planning and writing an animated story. Links to game design.	<b>Topic:</b> Coding VII Tools: Scratch Games <b>Key Themes:</b> 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	<b>Topic:</b> Building my own web page <b>Tools:</b> Google Slides <b>Conduct 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</b>	<b>Topic:</b> Creating my own e-book II <b>Tools:</b> Book Creator <b>Key Themes:</b> Coding Create own e-book to share using more advanced tool- link to LKS2	<b>Topic:</b> Presentations <b>Tools:</b> Google Slides (Suite) <b>Key Themes:</b> Creation of a set of slides to explain the water cycle. Include hyperlinks and effective techniques. explanations- fieldwork. to observe erosion	<b>Topic:</b> Spreadsheets <b>Tools:</b> Google Sheets(Suite) <b>Key Themes:</b> 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)

<b>Topic:</b> Coding VIII- Designing a game <b>Tools:</b> Scratch <b>Key Themes:</b> Scratch as an online community. Links to Scratch Junior. How to add scoreboard/timer and jeopardy to a game.	<b>Topic:</b> Project/Collaborative Working <b>Tools:</b> Google Suite (Slides & Docs) <b>Key Themes:</b> RESEARCH (Slides Changes in Leisure and Entertainment in the 20th century – collaborative working tools in Google	<b>Topic:</b> Research Presentation <b>Tools:</b> Google Suite (Slides, Sheets& Docs) <b>Key Themes:</b> RESEARCH Biomes/Vegetation Belts Climate Zones and Comparison of 3 places. Use of spreadsheets for data	<b>Tools:</b> Espresso Coding <b>Key Themes:</b> 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.	<b>Topic:</b> The Olympics and Ancient Greece <b>Tools:</b> Chromebooks <b>Key Themes:</b> 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
---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

#### 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)